

THE MEGA CONSOLE BOOK VOLUME TV!!!

DISPLAY UNTIL FEB 10TH

£2.95



COMPLETE GUIDE TO CONSOLES

**MEAN
MACHINES**

MEGADRIIVE SEGA NINTENDO PC ENGINE LYNX
GAMEBOY NEO GEO SUPER FAMICOM GX4000

**SUPER
FAMICOM!
IS THIS
THE BEST
CONSOLE
YET?**



**NEO GEO!
ARE THE
GAMES
REALLY
WORTH
£150.00?**



**AMAZING!
THIRTEEN
DIFFERENT
CONSOLES
REVIEWED
INSIDE!**



**OVER 400 CONSOLE GAMES
REVIEWED AND RATED!!!**

WIN!!!

**GAMEBOYS! GAME GEAR!
SUPER FAMICOM! MEGADRIIVE!
PORTABLE PC ENGINE!**

CARTRIDGE POV

A WHOLE NEW WORLD OF
WITH COMMODORE
IMMEDIATE ACCES

**OUTSTANDING
GAME PLAY**

**ONLY
19.99 EACH**

PLUG STRAIGHT INTO



THESE FANTASTIC GAMES ARE ONLY
SIZE AND DEPTH OF PLAY REARS IT

OCEAN SOFTWARE LTD
40 CENTRAL STREET
MANCHESTER M13 9NS
TEL: 0161 275 5555
FAX: 0161 275 5550



#2 MEG

RAM MEMORY

BRIDGE POWER

OF FUN AND EXCITEMENT
4 GAME CARTRIDGES
OF UP TO 2 MEG!

INSTANT
LOADING

IMPROVED
GRAPHICS

INTO ANY C64 or C64GS



THE ONLY WAY TO PLAY CARTRIDGE BECAUSE THE
THIS IS THE ONLY WAY WE CAN MAKE 'EM!



FROM ALL GOOD
SOFTWARE STOCKISTS



CONTENTS

MACHINE REVIEWS

Want to know what console to get? We review each machine, looking at its specifications, games and its future. Check 'em out and see which one's the best for you!

| | |
|---------------|----|
| MEGADRIIVE | 7 |
| SEGA | 8 |
| NINTENDO | 11 |
| SUPER FAMICOM | 12 |
| NEO GEO | 15 |
| LYNX | 17 |
| GAMEBOY | 18 |
| GAME GEAR | 20 |
| TURBO EXPRESS | 21 |
| GX4000 | 22 |
| C64GS | 23 |

HIGHSCORES 114

Think you're a good **game**player? Turn to page 114 and see how your score compares to the ones in our UK **Highscore** Chart.

GAMEBOY COMP 110

Thanks to those lovely people at PC Engine Supplies, we've got two Gameboys to give away, each with two games and a carry case! What are you waiting for - turn to page 118 and see if you can win!

HOTLINES 129

The Complete Guide to Consoles Hotlines are the hottest around. Amongst a mound of mega prizes up for grabs are a Mega-drive, Neo Geo and Super Famicom! Don't hang around - get dialling!

THE COMPLETE
GAMES GUIDE 25

The Complete Games Guide is a massive round-up of console games on Megadrive, Nintendo, Sega, Gameboy, ZX4000, Neo Geo, Lynx and PC Engine. Over 400 games are individually reviewed and rated, making this the biggest and most complete guide to console software ever published! Here are all the games that are reviewed...

SPECIAL THANKS TO...

Days at CONSOLE TRONICS for lending us the Neo Geo and games - your help was very much appreciated.

ADVANCE CONSOLE ENTERTAINMENT for being the first guys to get hold of a Super Famicom and land it to us! Cheers guys! By the way, if you're interested, they were the first company to produce PAL and SCART machines!

[illegible]

[illegible][illegible][illegible][illegible][illegible]

THE COMPLETE MACHINE GUIDE

**FOLLOWING THIS ARE REVIEWS OF 11
DIFFERENT CONSOLES TO HELP
YOU CHOOSE THE MACHINE THAT SUITS
YOU BEST.**

SEGA MEGADRIVE

SUPPLIER: There are three versions of this machine available. The official UK version, which comes with a copy of *Altered Beast*, proper English instructions and full Sega warranty and can be bought from high street shops. Imported versions of the machines (which only carry the vendor's guarantee) are available from various mail order outlets.

PRICE: £179.99 for official versions. Around £150.00 for imported versions.

COMMENTS: There are two versions of the imported machine, PAL and SCART. For more details of PAL and SCART formats, see the PC Engine.

GRAPHICS: 64 colours on-screen at the same time from a palette of 512. The machine can handle up to 64 sprites on-screen at the same time.

SOUND: Incredible 10-channel stereo using a modified FM sound chip, best appreciated by plugging headphones into the socket on the front of the machine.

PROCESSOR: 68000 CPU and Z80 sound controller.

PERIPHERALS: In the pipeline at the moment are a modem which lets you play certain games over the phone, a keyboard, disk drive, graphics tablet and an adaptor which lets you play all 8 bit Sega games on the machine and an incredible CD-ROM unit (which won't be available until late 1991).

THE GAMES: Compared with all other consoles, at the moment the Megadrive has by far the most im-





preservative range of games, with plenty of superb arcade conversions and lots of stunning original titles.

THE FUTURE: As rocky as can be - a user base that's growing daily and tons of amazing games in the pipeline.

SUMMARY: A stunning machine with loads of superb games. A true games player's console.

SEGA MASTER SYSTEM

SUPPLIER: Available in high street shops around the country.

PRICE: From £79.95.

COMMENTS: None.

GRAPHICS: 16 colours on-screen at once from a palette of 128.

SOUND: Limited three-channel mono.

PROCESSOR: Z80.

PERIPHERALS: 3D glasses, light gun, proper joystick and rapid fire unit.

THE GAMES: Huge selection of big-name coin-op conversions and original games which range from average to extremely good, and plenty of exciting new ones in the pipeline.

THE FUTURE: Plenty of UK software houses have signed up Sega game developer licences, so expect plenty of great games over the coming months.

SUMMARY: Still the biggest-selling console in Europe, and has a good range of games ranging from as little as £9.99! If you can't afford a Mega-drive, this is the obvious choice.



ELECTRO GAMES



Specialists in consoles and games

TRADE WHOLESALE
AND EURO-TEAM ORDERS
WELCOME

AT CHRISTMAS

TEL: 081-530 8248 FAX: 081-530 8248
2 OVERTON DRIVE, WAINSTEAD, LONDON E11 2NU

RETAIL, MAIL, ORDER
PART EXCHANGE
WELCOME

VISITORS WELCOME
MON-SAT 10am-7pm SUNDAY 10am-5pm

SEGA MEGA DRIVE

| | |
|------------------------|--------|
| PAU AND GARDIENS | 149.95 |
| PAU AND FREE GAMES | 159.95 |
| SCART AND FREE GAME | 199.95 |
| UK/JAPANESE CONVERSION | 19.95 |

MEGA DRIVE GAMES

| | |
|-----------------------|-------|
| SPACE HARRIER II | 39.95 |
| WORLD CUP SOCCER | 39.95 |
| THUNDERFORCE II | 39.95 |
| GRANDS + GHOSTS | 39.95 |
| SLAYER SHAMON | 34.95 |
| GOLDEN AGE | 34.95 |
| SUPER REAL BASKETBALL | 39.95 |
| DU BOY | 39.95 |
| THUNDERFORCE II | 34.95 |
| GHOSTBUSTERS | 39.95 |
| PHYLLOS | 34.95 |
| CHERRYBALL | 39.95 |
| SUPER MONACO GP PAL | 39.95 |
| BATMAN | 34.95 |
| MOONWALKER | 39.95 |
| STRIDER (EU) | 39.95 |
| AXIS | 34.95 |
| INSPECTOR X | 34.95 |
| HELLFIRE | 34.95 |
| FRANK CYBER POLICE | 39.95 |
| KLAX | 34.95 |
| FAIRMAN | 34.95 |
| BURNING FORCE | 39.95 |
| DYNAMITE DUKE | 34.95 |
| ARROWFLASH | 39.95 |
| PARADISE ISLAND | 39.95 |
| SHADOW DANCER | 34.95 |
| ATOMIC ROBO HD | CALL |
| DARULUS II (EU) | CALL |
| WONDERBOY II | CALL |
| REINDEER ANGEL | CALL |

PC ENGINE

| | |
|----------------|--------|
| PAL AND GAME | 159.95 |
| SCART AND GAME | 159.95 |

CHRISTMAS GIFT FROM ELECTRO GAMES

£15 off

MegaDrive, Neo-Geo,
Famcom, PC Engine
VOUCHER

VALID UNTIL 1 JAN 1991

FAMCOM GAMES

| | |
|------------------|------|
| EUTRO | CALL |
| SUPER MARIO LAND | CALL |
| FINAL FIGHT | CALL |

PC ENGINE GAMES

| | |
|---------------------|-------|
| DIE HARD | 39.95 |
| OPERATION MOUT | 39.95 |
| AFTERLIFER | 39.95 |
| PI CIRCUS | 39.95 |
| FINAL BLASTER | 39.95 |
| SUPER STAR SOLDIER | 39.95 |
| VALENT SOLDIER | CALL |
| DARULUS | CALL |
| THUNDERBLADE | CALL |
| CHAMPION WRESTLER | CALL |
| CYBER COMBAT POLICE | CALL |

GAMEBOY

| | |
|-----------------------------|-------|
| GAMEBOY DE LUKE UNCLAMPYANT | |
| COMBATILE | 39.95 |
| LIGHT BOY | 39.95 |
| ILLUMINATOR | 39.95 |

GAMEBOY GAMES

| | |
|----------------|-------|
| BATMAN | 39.95 |
| MIDNIGHT TRUCK | 39.95 |
| WOLF | 39.95 |
| DOUBLE DRAGON | 39.95 |
| GHOSTBUSTERS 2 | 39.95 |

| | |
|-----------------------|-------|
| RAIDAR MISSION | 39.95 |
| FINAL FANTASY LEGENDS | 39.95 |
| SPIDERMAN | 39.95 |
| SHARK ON ICE | 39.95 |
| MURDER BOSS 2 | 39.95 |
| ROAD STAR | 39.95 |
| DRAGON SLAYER | 39.95 |
| DUCK TALES | 39.95 |
| CHASE HD | CALL |

GAMEBOY

| | |
|----------------------------------|--------|
| GAMEBOY + 1 GAME + HEADPHONES | 180.00 |
|----------------------------------|--------|

GAMEBOY GAMES

| | |
|-----------------|-------|
| SUPER MONACO GP | 34.95 |
| COLUMBUS | 34.95 |
| PENGUIN | 34.95 |
| JAM GEAR | 34.95 |
| WONDERBOY | 34.95 |
| GLUC | CALL |

NEO-Geo

| | |
|---------------|--------|
| PAL NEO-Geo | 299.95 |
| SCART NEO-Geo | 299.95 |

NEO-Geo GAMES

| | |
|----------------|--------|
| MAGNUM FORD | 159.95 |
| BASEBALL STARS | 159.95 |
| RAM BITE | 159.95 |
| GOLF | 159.95 |
| CHERRYUP | 159.95 |
| NUBA COMBAT | 159.95 |
| ROCKING HERO | 159.95 |
| SUPER SPY | 159.95 |
| STREET FIGHTER | CALL |
| BOY SOLDIER | CALL |

CONVERTIBLE AND WHOLESALE ORDERS ONLY
ALL ORDERS MUST BE PAID FOR BY CREDIT CARD
OR BY BANK TRANSFER TO OUR ACCOUNT
AT THE FOLLOWING ADDRESS:
ELECTRO GAMES LTD, 2 OVERTON DRIVE, WAINSTEAD, LONDON E11 2NU

ELECTRO GAMES
2 OVERTON DRIVE,
WAINSTEAD,
LONDON E11 2NU

PLEASE SEND TO ALL ORDERS
PART GAMES - 21 CONSOLES - 24

FAST DELIVERY
PERSONAL CALLERS
WELCOME

CUSTOMER NO

NAME

ADDRESS

TEL

EXP DATE

SIGNATURE

GAME, MACHINE

PRICE

CASH/PAID

CHEQUE

AMOUNT/ISSA

POSTAL ORDERS

☐

☐

☐

VISA/MAST

MASTERCARD

OTHER

The World at your fingertips

Serious Fun For All The Family

Advance Console Entertainment guarantees the widest range of quality consoles, software and accessories with professional service and technical support to match.

Our expert technicians are on hand to assist you, if you should require our maintenance and repair service.

All our consoles are covered by a 1 year guarantee. With today's ever changing technology it is essential to know that a full back-up service is available.

Office hours 10.00am - 8.00pm Monday - Friday

10.00am - 2.00pm Saturday

Personal calls are welcome

©1994 Advance Console Entertainment. All rights reserved. Advance Console Entertainment is a registered trademark of Advance Console Entertainment.

**ADVANCE
CONSOLE
ENTERTAINMENT**

44-46 Cornborough Street, London E8 7JG
Tel: 071-363 6460 Fax: 071-363 6462

Trade and Export Orders Welcome



SUPER FAMICOM

SUPPLIER: Mail order import specialists - check the ads.

PRICE: The first batch of machines cost about £350.00 due to huge demand in Japan, but after Christmas expect them to drop to around £200.00.

COMMENTS: SCART and PAL versions are available - see the PC Engine comments for a full explanation.

GRAPHICS: Fantastic. A palette of over 38,000 colours, a variety of graphics modes and all sorts of fab hardware scrolling (four-playfields), sprite scaling and rotation.

SOUND: Stunning multi-channel PCM stereo sound.

PROCESSOR: Superfast custom 16-bit processor.

PERIPHERALS: None available as yet, but a CD-ROM system is in the pipeline.

THE GAMES: Two stunners available at present, but there are tons in the pipeline, and software houses all over the world are falling over themselves to get a developer's licence.

THE FUTURE: No question about it, the Super Famicom will become THE games machine of the early 1990's.

SUMMARY: A fantastic machine which blows away the competition. There are some amazing new games coming out, and they can only get better. If you think it looks good now - you ain't seen nothin' yet.

NINTENDO

SUPPLIER: Available from high street shops.

PRICE: £79.99

COMMENTS: None.

GRAPHICS: Eight colours on-screen at the same time from a palette of 53.

SOUND: Reasonable five-channel mono.

PROCESSOR: 6502 running at 1.8 Mhz.

PERIPHERALS: Joystick, light gun and a very limited Interactive robot which is being phased out. In the US there are a massive variety of add-ons, including a four-player link, arcade-style video cabinets, inflatable motorbikes and special glove controllers.

THE GAMES: The range of games is getting better month by month, with a lot of new and exciting titles being released. In the US the range of games is second-to-none, with virtually all major coin-ops converted to the machine, and a plethora of original titles.

THE FUTURE: The machine is now selling fast in the UK. Nintendo are planning to release loads of great titles this year, ensuring plenty of thrills for Nintendo owners.

SUMMARY: A old, but neat machine which has fast-growing user base. With plenty of new and exciting titles coming out for it, the Nintendo console shouldn't be overlooked.



NEO GEO

SUPPLIER: Many mail order import specialists - check the ads.

PRICE: £400.00

COMMENTS: None.

GRAPHICS: Amount of colours unknown, 380 hardware sprites with hardware sprite scaling.

SOUND: Multi-channel PCM sound output in stereo.

PROCESSOR: 68000 CPU running at 12 MHz with supporting Z80A.

PERIPHERALS: None.

THE GAMES: A variety of games identical to their arcade counterparts are available - but they cost over £150.00 each!

THE FUTURE: Unless this machine comes down to a reasonable price, it's pretty much doomed.

SUMMARY: An amazing machine, but it and its software are way, way, way too expensive. All the games look and sound stunning, but the problem with a lot of them is that their playability isn't particularly brilliant and they're too easy to complete, and consequently become dull very, very quickly - and that's not what you'd expect for software that costs over £150.00. It would be cheaper to go and play them in the arcades - you'd only need to spend between £10 and £20 before you get bored! Unless you've got more money than sense, give this a miss...





ALL BRANDS, INCLUDING AXMIN, ARE ITS REGISTERS. SELLING MONEY. ALL BRANDS ARE JAPANESE IMPORTS.

[illegible]

© 2000 Blackwell Science Ltd
Journal of Internal Medicine 247: 105–112

The following is
a list of the names of
the persons who have
been named in the
above mentioned
cases, and the names
of the persons who
have been named in
the above mentioned
cases.



ATARI LYNX

SUPPLIER: Available in high street shops.

PRICE: £129.99

COMMENTS: None

GRAPHICS: 16 colours on-screen at once from a palette of 4096. The machine can handle up to 1024 sprites at once. The LCD screen is large and doesn't strain the eyes.

SOUND: Great four-channel stereo.

PROCESSOR: 6502C running at about 4Mhz.

PERIPHERALS: None announced as yet.

THE GAMES: After a slow start, games are finally being regularly released for the machine.

THE FUTURE: We've promised a regular supply of games over the next 12 months, and apparently American companies are signing up developer contracts at the moment.

SUMMARY: The Lynx is a remarkable machine which is capable of producing ST and Amiga quality games. However there are two main problems: its incredibly short battery life - only 2-3 hours of play compared with the Gameboy's 20, and that it's a little too large - it's nearly 12 inches long, four inches wide and an inch thick - to be truly transportable. The price tag is quite high, but if you're after a machine to play at home without having to use the family telly, this is worth considering.

PC ENGINE

SUPPLIER: Various mail order outlets - check the adverts in this book. Official UK launch date is rumoured to be Easter 1991.

PRICE: From around £150.00 upwards.

COMMENTS: There are two versions of the machine, PAL and SCART. The PAL versions are specially converted to work with any UK television set. The slightly cheaper SCART versions only work if you have a television or monitor with a SCART or EUROCONNECTOR. Most televisions don't have them - if you're hasn't, buy a PAL version.

GRAPHICS: 16 colours on-screen at the same time from a palette of 512.

The machine can handle up to 64 sprites on-screen simultaneously.

SOUND: Excellent 6-channel stereo. Best appreciated by buying an Audio/Visual Booster (around £20) which lets you connect the machine up to a Hi-Fi.

PROCESSOR: Custom 6502 LSI running at around 7.2 Mhz.

PERIPHERALS: Turbo joypads with autofire, proper joystick, Audio/Visual Booster, two, three and five-player multi-taps which let up to five players play certain games simultaneously, CD-ROM Player, graphics pad and printer (coming soon), battery-backed RAM which lets you save game positions (coming soon).

THE GAMES: Loads of extremely high quality games across a broad spectrum of genres. There are also plenty of big-name arcade conversions of very high quality.

THE FUTURE: Plenty of support from Japanese and American software houses means that there will be a constant supply of very high quality games and coin-op conversions over the coming years.

SUMMARY: The PC Engine is losing out to the Megadrive in Britain at the moment. However, rumour has it that the machine will be launched in Britain next year. If it costs around £100.00 it could do pretty well...



GAMEBOY

SUPPLIER: Available from high street shops.

PRICE: £69.99

COMMENTS: Many people think that the Gameboy is like those creepy LCD hand-held games that have been around for years. It's not. The Gameboy features a miniature TV screen, and the graphics are just like what you'd get on a black and white TV.

GRAPHICS: Black and white hi-res.

SOUND: Four-channel stereo.

PROCESSOR: Rumoured to be 6502-based, but not confirmed.

PERIPHERALS: Carry case, link-up cable, power supply, several light adaptors for nocturnal play.

THE GAMES: Tons released in Japan and the US - let's hope they're brought over here soon.

THE FUTURE: Millions of units have been sold worldwide, and all the indications are that it's doing brilliantly in Europe. With loads of games in the pipeline, the Gameboy's future is assured.



SUMMARY: Long-lasting battery life combined with true portability (it easily fits in your pocket) and a range of great games means this is a must for any gamesplayer on the move!

GAME GEAR

SUPPLIER: Mail order import specialists - check the ads.

PRICE: From around £225.00.

COMMENTS: None

GRAPHICS: Nice-sized colour screen which has virtually the same characteristics as a Master System.

SOUND: Four-channel stereo.

PROCESSOR: Z80-based.

PERIPHERALS: TV tuner.

THE GAMES: There are some pretty entertaining games available at the moment, and there are plenty more to come.

THE FUTURE: Release in the UK is rumoured to be Easter, and the machine will cost between £120.00 and £130.00. There should be plenty of



games available for it by that time.
SUMMARY: Basically, this is a portable Master System. It's nowhere near as powerful as a Lynx, but the software is pretty good, and there's the addition of a tuner which turns the machine into a mini TV.

TURBO EXPRESS

SUPPLIER: Mail order Importers only - check the ads.

PRICE: Over £250.00 - shop around for the best price.

COMMENTS: None.

GRAPHICS: Same as the PC Engine.

SOUND: Same as the PC Engine.

PROCESSOR: Same as the PC Engine.

PERIPHERALS: None.

THE GAMES: Compatible with all

standard PC Engine games.

THE FUTURE: As long as the PC Engine keeps going, there will be games available for this too!

SUMMARY: A neat little portable which has some incredible games available for it - however, it's very expensive, and there's no UK launch planned as yet.



AMSTRAD GX4000

SUPPLIER: Available from high street shops.

PRICE: £99.99

COMMENTS: None.

GRAPHICS: 32 colours on-screen from a palette of 4096.

SOUND: Limited four-channel stereo.

PROCESSOR: Z80-based with custom chips.

PERIPHERALS: None.

THE GAMES: A variety of games are available, ranging from very poor to very good. Some of the games are identical to normal Amstrad games, and a few use the hardware capabilities. In all cases, try before you buy.

THE FUTURE: Software support has been pledged, but at present the user base is growing slowly.

SUMMARY: A neat little machine which is capable of a lot more than much of its software demonstrates.





C64GS

SUPPLIER: Available from high street shops.

PRICE: £99.99

COMMENTS: None.

GRAPHICS: 16 colours on-screen from a palette of 16.

SOUND: Excellent 3-channel mono.

PROCESSOR: 6510.

PERIPHERALS: None.

THE GAMES: Software releases are

limited at present, but there are more games in the pipeline.

THE FUTURE: Fairly good - as long as more games are released for it.

SUMMARY: The C64 console is a nice idea, but when it comes down to it, why not buy a C64 computer instead? Not only will you be able to play cartridge games on it, but you'll also have access to literally hundreds of brilliant cassette and disk games, many of which are now available on budget price.



MEDLANTIC HI TECH LTD



Medlantic

18 CHURCH STREET, MARKET BOSWORTH, WARWICKSHIRE

Medlantic

HI-TECH HI-TECH HI-TECH

NINTENDO SUPER FAMICOM NOW IN STOCK £300

TRADE ENQUIRES
WELCOME

INCLUDING FREE GAME MARIO WORLD

SECOND HAND
TITLES BOUGHT & SOLD

MEGA DRIVE Inc Games & Accessories £19.95

| | |
|--------------|--------|
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |

PC Engine Inc 2 Games £19.95

| | |
|--------------|--------|
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |

NEO-Geo £19.95

| | |
|--------------|--------|
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |

MED-COM ADAPTOR

Medlantic Mega Drive and Neo Geo Adaptor
Medlantic Mega Drive and Neo Geo Adaptor
Medlantic Mega Drive and Neo Geo Adaptor
Medlantic Mega Drive and Neo Geo Adaptor
Medlantic Mega Drive and Neo Geo Adaptor
Medlantic Mega Drive and Neo Geo Adaptor
Medlantic Mega Drive and Neo Geo Adaptor
Medlantic Mega Drive and Neo Geo Adaptor
Medlantic Mega Drive and Neo Geo Adaptor
Medlantic Mega Drive and Neo Geo Adaptor

| | |
|----------------|--------|
| J & M Football | £19.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |

| | |
|----------------|--------|
| Operation Wolf | £19.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |

| | |
|-----------------|--------|
| Samurai Shodown | £19.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |
| 1/2 New Game | £14.95 |

| | |
|---------------------|--------|
| Mega Drive Joystick | £14.95 |
| Mega Drive Joystick | £14.95 |
| Mega Drive Joystick | £14.95 |
| Mega Drive Joystick | £14.95 |
| Mega Drive Joystick | £14.95 |
| Mega Drive Joystick | £14.95 |
| Mega Drive Joystick | £14.95 |
| Mega Drive Joystick | £14.95 |
| Mega Drive Joystick | £14.95 |
| Mega Drive Joystick | £14.95 |

MORE TITLES
IN STOCK!!

NO HAND HELD
IN STOCK
NO DISCOUNTS

MORE TITLES
IN STOCK

REPAIR SERVICE
ON ALL CONSOLES!!

Tel: (0455) 291865/(0860) 444587

HI-TECH HI-TECH HI-TECH

RENT & PLAY



MEGA DRIVE



03 4000



03 4000



MASTER SYSTEM

CONSOLE CARTRIDGE HIRE FROM AS LITTLE AS £1.50 PER WEEK

SEGA MEGA DRIVE

| | |
|-----------------|-------|
| FOREIGNER WORLD | £1.50 |
| DOOM | £1.50 |
| POPPY | £1.50 |
| ROCKMAN | £1.50 |
| LAST BATTLE | £1.50 |

NINTENDO GAMEBOY

| | |
|------------------|-------|
| SUPER MARIO LEAD | £1.50 |
| RENNET | £1.50 |
| GOAT | £1.50 |
| GOAT EXPRESS | £1.50 |
| TOBACCO | £1.50 |

SEGA MASTER SYSTEM

| | |
|-----------------------|-------|
| ALEX KID GAMES | £1.50 |
| GOLDEN AGE | £1.50 |
| WONDER BOY | £1.50 |
| DOUBLE DRAGON | £1.50 |
| WONDER BOY WONDERLAND | £1.50 |

TITLES LISTED ABOVE REPRESENT ONLY A SMALL SAMPLE OF CARTRIDGES AVAILABLE FOR HIRE BY MAIL

FOR FULL LIST AND REGISTRATION APPLICATION SEND FORM TO:

MY COMPUTER CONSOLE IS

RENT IN PLAY
P.O. BOX 31
BEECHAM
NOTTINGHAM
NG8 1ED

NAME
ADDRESS

AGE

POST CODE

THE COMPLETE GAMES GUIDE

THE FOLLOWING 87 PAGES ARE DEVOTED TO
THE COMPLETE GAMES GUIDE! THERE ARE
OVER 400 DIFFERENT CONSOLE GAMES
REVIEWED AND RATED, MAKING THIS
THE BIGGEST GUIDE TO CONSOLE GAMES
EVER PUBLISHED!!!

MEGADRIVE

AFTERBURNER

II

MEGADRIVE

Take to the skies in this up-roaring conversion of Sega's highly successful hydraulic coin-op.

All the thrills and spills of the original machine have been included as you fly your fighter through 33 missions of 3D action, shooting down an entire enemy air force as you go. The action is amazingly fast, with smooth 3D updates and brilliantly drawn sprites, and challenging too, especially on later levels. The sound is also terrific, with a variety of thundering good rock soundtracks and great sampled speech.

When C&VG reviewed the game earlier this year some people thought that it was overrated, feeling that it didn't have enough variety. The answer to that is: if you don't like the arcade game, don't buy it - after all, if you don't like heavy metal music, you're not going to go out and buy an album, even if it's a superb example of that type of music. If a game is rated highly, make sure that you like the subject matter before perling with your coin. And in this case, if you're an Afterburner fan, this is the best conversion you're ever likely to play.

OVERALL 90%

AIR DIVER

MEGADRIVE

This is very similar in a way to Afterburner, but features more variety, but much worse graphics.

All the start of a game you're presented with a map of the world, and it's up to you to choose a sector to patrol. Once that's done it's time to take to the skies and destroy all other planes in the area. When sufficient enemy craft have been shot down, you take on the big boss craft - destroy it and the area is cleared, so that you can move onto the next sector.

Air Diver sounds promising, but actually it's a bit rough around the edges. The 3D is fast, but the update is jerky and the plane doesn't handle realistically. There's certainly plenty to do, but unless you're prepared to persevere with the dodgy controls, by something else.

OVERALL 69%

ALTERED BEAST

MEGADRIVE

If Free* with Official UK Megadrives, Altered Beast is a spot-on conversion of the coin-op, featuring all five le-

vels, one or simultaneous two-player action and identical graphics (the sequence where you transform from man to beast is particularly good), speech and music.

So it's pretty brilliant, then? Well, not really. The trouble is, the arcade game wasn't exactly a smash-hit - it is a very simple beat 'em up with only five levels. The gameplay is very simple, and it doesn't take long to get all the way through the game.

To state a cliché, fans of the arcade game will love this, but others will find this only has limited appeal. It's okay as a flexible, but don't expect it to keep you occupied long after Christmas if Santa brings you a Mega-drive!

OVERALL 67%

ARNOLD PALMER'S GOLF

MEGADRIVE

If you don't fancy donning your large checked flares, trying lovely mouse-pongie jumper and taking a stroll around a wind-swept golf course, why not try out this Megadrive simulation instead?

The control method and selection of clubs is very comprehensive, and your on-screen golfer is able to perform an amazing variety of different strokes - including some crap ones if you don't get it right. Featuring a variety of options, excellent graphics (the 3D viewpoint) and the animation on the large golfer sports are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.

OVERALL 85%



ALEX KIDD IN THE ENCHANTED CASTLE MEGADRIVE

Sega's answer to Super Mario appears on the Megadrive in its 1st big first arcade adventure. The graphics and sound are both gilly, but don't really take advantage of the Megadrive's superior capabilities: the sprites are cartoon like, but lack detail, the animation is very poor and the music sounds like it's from some silly kids' TV program.

The game itself is fun to play, with plenty of secret rooms and things to work out, but it lacks that really addictive spark that makes the 8-bit Sega Alex Kidd so much fun to play. For ardent Alex Kidd fans only.

OVERALL 68%



ASSAULT SUIT LEYNOS MEGADRIVE

This strange sort of platform-cum-shoot 'em up puts you in control of a multi-be-weaponised space commando who must shoot down hordes of alien invaders before they destroy his home base.

While the graphics and sound are very good, the gameplay borders on lousy. There are loads of things to shoot down and the control method is very fiddly, especially with some of the ground-to-air weapons, making it difficult to shoot down the fast moving targets. So unless you're prepared to stick with it, you won't get full enjoyment from the game. If you like your games tough, try this out, but there are far better Megadrive shoot 'em ups than this that offer just as much challenge and are far easier to get into.

OVERALL 73%

ATOMIC ROBO KID MEGADRIVE

Controlling a cute little robot who looks rather like Dusty Bin with big lenses, it's your job to eradicate the alien scum from your large, multidimensionally scrolling planet.

There are four different power-ups to collect, some more effective on certain types of aliens than others, and you can double between them to ensure maximum hit rate. The graphics and sound are very similar to their arcade counterparts, and the gameplay is tough enough to keep you coming back for more. There are plenty of good shoot 'em ups around on the Megadrive, and this is one of the better ones—check it out if you're after a no-holds-barred with the emphasis on pure destruction.

OVERALL 82%

BATMAN MEGADRIVE

The dark knight hits the Megadrive in a stunning-looking platform game.

The object in this game-of-the-film is to destroy Jack Napier and his large army of evil henchmen before they take over Gotham City and destroy the population with deadly laughing gas.

The action takes place over a variety of scrolling levels packed with weapon-wielding badgies who are all out to get Batman. The hero can run and jump, and can also use his bat-ropes to climb to otherwise inaccessible places.

The graphics and sound are truly phenomenal: the beautifully drawn backdrops are as awesome looking as the sets in the film, the animation on the sprites is excellent, and there's a range of thumping rock tracks to accompany the action. The only problem is that the game is fairly easy to beat: so expert gamers might not get full value for money out of this.

OVERALL 83%



BUDOKAN MEGADRIVE

Billed correctly as a "thinking man's beat 'em up", this physically and sonically superb martial fighting game lets you take out your aggression with four different martial arts styles: karate, taekwondo, jujitsu, and kendo.

The idea is to practice all four skills and get good enough to enter and win the Budokan, the martial arts championship. When you practice, your master gives you hints and tips on how to improve your performance. Once you've honed your skills it is time to enter the Budokan and test your skills against 12 tough opponents - and we mean tough!

With over 25 moves per art and those very tough opponents, Budokan isn't a game you'll master overnight. But it's well worth persevering with, because it's so rewarding once you start making headway! A must to beat with up fans who want a little bit more from their games.

OVERALL 89%

BURNING FORCE MEGADRIVE

Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high powered jetbike with the object of blowing up everything that gets in your way. There are solid weapons to pick up, of course, and there are plenty of mean, if mostly alien, to blow into oblivion.

The graphics are very attractive, and the sound isn't too bad, but unfortunately the gameplay gets rather repetitive after a while - just fly over the obnoxious 3D landscape and keep on blasting! Still, Space Harrier fans are bound to appreciate doing this - it's got an awful lot more to it than Space Harrier II.

OVERALL 76%

COLUMNS MEGADRIVE

Sage's answer to Tetris, the aim of this rather cerebral game is to match groups of three differently-coloured jewels so they fall down the screen. If you make a line, either horizontally, vertically or diagonally, the jewels disappear and you're awarded points. If the pile reaches the top of the screen, it's game over. That mightn't sound very exciting, but Columns is surprisingly addictive, and once you get into the action, just watch those jewels fly by.

The graphics are simple, but effective, and there are three excellent swirling soundtracks to accompany the action. There's also huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels, and a two-player head-to-

head mode which adds to the game's lasting appeal.

If you're after a thoroughly enjoyable puzzle game that you'll be coming back to months after you bought it, give this a go.

OVERALL 88%

CURSE MEGADRIVE

A speedy gallop goes, the horizontally scrolling shoot 'em up takes the format. When you first play, the sheer speed of the action coupled with the colors of bubble sprites swirling around the screen seems almost too much to cope with. However, grab an extra weapon and watch your kill rate go through the ceiling!

While Curse is fun to play, it suffers from a lack of originality and one very annoying feature - when you die (even fairly early on in the game) you lose all your extra weapons, and it's very difficult to continue. The reason for this is that there are only five levels - but it gets very frustrating to have to start over and over again.

Try out other shoot 'em ups like Hellfire or Atomic Rocket before shelling out for this.

OVERALL 71%

CYBERBALL MEGADRIVE

Set many years from now, Cyberball is American Football played by 20 foot high robots controlled from a remote point above the gridiron. All the rules of American Football are adhered to, only the ball has been replaced by a bomb whose fuse is slowly ticking down. Put to rest that first down within the required downs and the ball explodes - make it and the fuse is reset.

Cyberball is a pretty good arcade conversion and features pretty neat graphics. There are plenty of moves and virtually all the original arcade machine's features have been incorporated.

However, it has been overshadowed by John Madden's Football, which is a totally superb American Football simulation with a lot more depth and realism, and even better graphics and sound. If you're an American Football fan, try this out - but not until you've seen John Madden's Football.

OVERALL 80%



DARWIN 4081

MEGADRIVE

A conversion of the rather obscure vertically scrolling shoot 'em up *Darwin 4081* is yet another shoot-up-the-screen alien blasting game with extra weapons and big and/or level guardians to destroy.

The extra weapons system is somewhat strange - your ship changes depending on the DNA symbols it picks up, and some are better than others. It's quite a laugh-making but which does what, but other than that this is a nothing new on offer that puts it ahead of any other Megadrive up-the-screen shooter.

OVERALL 74%

DJ KID

MEGADRIVE

Gets you stoned and takes to the streets in free wild in a wacky beat 'em up on wheels.

The problem is, your girlfriend has been kidnapped by an evil gang, so you've got to skate over to the ball side of town and get her back. This involves fighting a veritable army of baddies, some of them very strange indeed like the big black Monna, a clown who laughs his head off, and a guy that has the head of a CVS (Associate Editor, Paul Caneboy, but the body of Arnold Schwarzenegger [swear] really).

DJ Kid is certainly different, and is great fun to play, but suffers from one flaw - it's too damn easy. There are three other skill levels to challenge you but if you level that once you've beaten the game on the easy level, you won't go back to it, give this a miss. However, if you're the type that wants to beat the game on all levels, try it out. It's as simple as that!

OVERALL 78%

ESWAT

MEGADRIVE

Want to join the ranks of the palace elite, the ESWAT - enhanced special weapons and tactics? First of all you have to prove your worth by completing two levels of multidimensionally scrolling platform action by blasting away criminal that infests each level.

Complete the missions and you get to join the ESWAT and eat what that super body dinner - and also get to go on another five highly dangerous missions. As you progress through the game, the criminals and their technology gets increasingly more difficult to navigate - fortunate then that your body armour is capable of carrying a variety of extra pick-up weapons.

ESWAT is a super slick platform shoot 'em up that smokes across quality. The pen-and-ink scrolling backdrop and sprites are excellent, and the sound is great. Combine those with challenging and tightly addictive gameplay and you've got a game that's a must for your collection.

OVERALL 92%



FINAL BLOW

MEGADRIVE

The first boxing game on the Megadrive, and to be honest it's not a particularly good one. On the positive side, the pair of large boxer sprites are nicely drawn and animated as they face one another and let up, but unfortunately the moves are very limited indeed, and there are only four different opponents. Once you've beaten them all, you have to fight them all again - beat them all once more and you're declared the champion.

The problem is it doesn't take long to master the game, and the limited nature of the action doesn't bring you back for more once you've completed the game. Boxing fans might like to take a look - but don't expect anything brilliant. By the way, *Final Blow* has just been released in the states as James 'Buster' Douglas boxing.

OVERALL 69%

FLYING SHARK

MEGADRIVE

Up the screen you go in this vertically scrolling blast 'em up - almost - nearly, but not quite a conversion of Taito's successful coin-op.

It's war time and the only thing standing between the enemy and victory is you and your super-duper blasters. It's super-duper because even though this is World War II, your plane can shoot a variety of laser weapons, and an all-destroying smart bomb.

So it's an easy victory for you? Not really. The enemies have a variety of big and/or level baddies down over 'n' fronts, and also their sheer weight of numbers is sometimes just too much to cope with.

Flying Shark is an enjoyable blast, featuring decent graphics and sound. But unfortunately suffers from zero originality, and once you've played it a couple of times, you get those "seen it all before blues".

OVERALL 71%

FORGOTTEN WORLDS MEGADRIIVE

There are two dudes in a whole lot of trouble in this one or two-player scrolling shoot 'em up. The Gods have gone berserk and it's up to you and a chum to sort them out. Packing a couple of satellite lasers, you're got to blast them away to oblivion, and then take on the Gods themselves, one of whom is found at the end of each of the five levels.

Blasted baddies drop cash pills. Sweep these and you can spend them in the shop that pops up on each level. What is on offer? Only super death dealers' weapons and extra life tabs! Invest that cash wisely.

Forgotten Worlds is a good looking shoot 'em up, plenty of action on offer. Like some other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenges on difficult. Check it out if you're into destruction.

OVERALL 82%



GHOSTBUSTERS MEGADRIIVE

Oh no! Spooks are overwhelming New York! Who, to coin a phrase, are you "gonna" call? Pick a partner! Fight! Chomelown! Gaintery! Ghenters? Nope! How about the Ghostbusters? Yeah, they're the dudes who can fix things good and proper.

Well, that's if you're a good player. The action takes place over a scrolling platform and baddies' headtop, and it's up to you to blast the ghoules and end-of-level mega spooks. Some drop cash which you can spend in the between-level shops to buy extra weapons.

Featuring humorous cartoon style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you're not afraid of the ghosts, try this one out.

OVERALL 82%

GHOULS 'N' GHOSTS MEGADRIIVE

Brave Sir Arthur the knight is a man chased off his? Because he's betrothed the very lovely Princess Prin Prin has been whisked away by Lucifer himself and is being held captive deep in his castle in the very depths of hell.

There is no other thing to do but go to her rescue, a mission which involves battling the Devil's spawn across five multidirectionally scrolling levels. The action starts out in a graveyard, then moves to the gates of hell, and from there further and further into the depths of Hades to Lucifer's castle.

There are loads of baddies to defeat, as well as a giant guardian at the end of each level. In a fortunate, then, that Sir Arthur can pick up a variety of extra weapons with which to battle the baddies.

Ghouls n' Ghosts is a superb conversion, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a treat for your Megadrive software library.

OVERALL 93%

~~~~~

## GOLDEN AXE MEGADRIIVE

The evil Death Adder and his army of undead are abroad and it's up to you and another player if you wish to take on his army and rid the land of his vile curse.

At the start of the game you can select one of three characters - a dwarf, barbarian or Amazon - after that it's time to enter the horizontally scrolling fray. Each character has a variety of offensive moves, all of which have to be used against the vast invading army who attack every step of the way. It's a tough mission, but Black Adder isn't unbearable.

Golden Axe is a jewel perfect replica of the arcade machine, containing identical graphics, sound and gameplay. But it doesn't stop there. There are additional features in the form of one-on-one battle options - a mini mission for beginners as well as six levels which don't appear in the arcade version. Put this all together and you've got one of the best arcade conversions ever seen - and a game which no Megadrive owner should be without.

**OVERALL 94%**

~~~~~

GRENADA X MEGADRIIVE

First impressions of this overhead scrolling tank-based shoot 'em up aren't very good. The graphics are pretty basic and the sound isn't all that hot. But persevere with it and you'll find yourself getting drawn into

the action. There are plenty of neat touches (and lots of surprises, especially on the level where your tank has to trundle up and down the wings of an enormous aircraft).

Gravitar X is certainly not a priority purchase, but if you're looking for an original shoot 'em up and have got all the best ones, give this a go.

OVERALL 80%

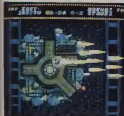
HELLFIRE MEGADRIIVE

Topolan's Hellfire didn't exactly take the arcade by storm due to the fact that on the surface it looks like just another ordinary horizontally scrolling shoot 'em up. However, when you play it, it becomes apparent that this is simply not the case.

Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking shooter which scores playability. It's tough, with six long, long levels packed full of the resources enemy ships often drop, can buy, and some mean end of level battles. There are plenty of surprises in store too, especially on the final level.

If you're a shoot 'em up fan looking for a challenge, check out Hellfire. It might not look as good as Thunderforce III, but it is simply a much better game.

OVERALL 93%



HERZOG ZWEI MEGADRIIVE

A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions into suitable attacking positions so they can take out the enemy air's placements. While all that is happening, the enemy is trying to do the same to you, so much strategic thinking is required.

Rather short on action, but an interesting title for the thinkers amongst us which would be more suitable for the tacticians, rather than arcade players.

OVERALL 76%

INSECTOR X MEGADRIIVE

Help! A mysterious force has mutated common insects into menacing creatures of doom, and they're about to overrun the world. The only person who can save the day is Insector X, a minuscule robot who's armed with a variety of super insect-dust-coping weapons.

The action takes place over a variety of increasingly scrolling levels, and the object is simply to pick up the extra weapons and simply blast everything that gets in your way.

The game is fun at first, and the slick graphics and decent sound certainly add a little to the excitement - but none of the power-up weapons are particularly exciting, and the action has very little in the way of original touches. There are plenty of better shoot 'em ups than this, and punters are advised to check out Hellfire and Thunderforce III before making a purchasing decision.

OVERALL 74%

JOHN MADDEN'S FOOTBALL MEGADRIIVE

American Football might not be everyone's cup of tea, but when it is simulated as brilliantly as this, you can't but help to become totally hooked.

Using stunning state-of-the-art 3D graphics and unbeatable sound, this is one of the finest sports games ever seen. Easy-to-operate drop-down menus are used to dictate play, and the control pad is used intelligently to allow an incredible amount of different moves, including running, passing, diving, spinning and head-buttling.

The beauty of the game is that although the people for play are the amount of moves available is huge. The controls are very easy to operate, allowing players to develop their own playing styles. Indeed, the way the 16 different teams have been programmed into the game means that some teams will perfectly suit the way you play, while others will result in loss after loss. (and in the superb instruction manual there are pages of facts to help you choose the team which best fits the way you play.)

With its two-player option, and multiple modes of play, this is a game which will keep you entertained for years, many months. John Madden's Football is easily the best Megadrive yet seen, and is a game destined to become an all-time classic. Under absolutely no circumstances should you miss it.

OVERALL 97%



KLAX MEGADRIVE

After the brilliant PC Engine and Lynx versions of this addictive coloured matching arcade game, this version was sagittarily anticipated. However, when it really arrived, disappointment was the order of the day. Average graphics and an awfully fiddly control method made the game frustrating instead of enjoyable, and after only a few goes we went back to playing the other versions.

André Klei's fun will no doubt get some attention, but it's lost out of the competition, but to do so you've got to put up with a lot of frustration when the tile palette doesn't seem to go where you want it. A disappointing conversion which with a few tweaks could have been so much better.

OVERALL 66%

LAST BATTLE MEGADRIVE

Amongst one of the first Megadrive games to appear, this is a failure on two counts. It neither shows off any of the Megadrive capabilities nor is an enjoyable game in its own right.

The rather dull plot concerns the player taking control of a mechy hero and guiding him beat 'em up style against a big enemy army. He's only got a couple of funny moves in his arsenal, so it's tedious. Plus, the enemy army is as soft as chocolate nougat.

Even novice players will get through this in one sitting, and the game doesn't have any features to make you go back to it once you've done so. Do yourself a favour, and plug this into anything, but your Sega.

OVERALL 32%

MOONWALKER MEGADRIVE

Many scoffed at the prospect of a game based around the antics of this wheedle pop personality, but when this game came into the office, they were laughing on the other side of their faces.

It is a thoroughly entertaining platform romp in which the greatest performer sprays magic from his hands and feet as he battles through a variety of evil land-creepers. There are many brilliant touches, including a superb 'dance 'em to death' mini game which forces the badies to line up in formation and go along to the

Jackson beat before being over alone dead. Laugh? You most certainly will.

With its excellent graphics and thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech (with all your favourite Jackson adlibs and oohs), this is a very addictive game which will have you tapping your feet while you play. Forget the fact that the hit the crowd damaging Michael Jackson face on the cover and just enjoy the action.

OVERALL 88%

MUSHA MEGADRIVE

Billed by many as the Megadrive's answer to that classic PC Engine shoot 'em up Gunhed, this features expert introductory screens, very fast action, some real power up weapons, several great soundtracks and lots of sheer craft to blow into oblivion as you race up the vertically scrolling screen.

However, there are a couple of things that let this game down. First of all, the graphics are rather uneven, one level might be superbly drawn, while another scrolling whereas the next is a single-level bland one. The same can be said for the sprites, which range from excellent to downright average. The other thing, and this is what really spoils the title in the long run, is the easy difficulty level. At the office, two of us finished the game on our first go, which just isn't good enough. While a game has a £40 price tag, we expect more than just an hour or so of a play from it.

If the graphics were more polished and if the gameplay was tougher this could have been a winning shot. But it isn't good enough. As it stands, MUSHA is a fast, but unchallenging shoot 'em up which is only recommended to novices.

OVERALL 71%

MYSTIC DEFENDER MEGADRIVE

Originally imported as *Rajuku II*, the *Ghouls 'n' Ghosts* clone requires you to guide the anonymous mystic defender person across a variety of scrolling land-scapes using magic to defeat an army of evil spirits.

It's quite good fun at first, and it is a certainly challenging, but it lacks the oomph to keep you coming back for more. Perhaps it's because the evil machines are all a bit wacky, or that the control method is occasionally very irritating. Maybe it's even because of the rather uneven difficulty level which results in you getting stuck in places time and time again. Whatever it is, this is a definitely a poor man's *Ghouls 'n' Ghosts* which won't keep you occupied for very long. Go for the real thing and you'll be a much happier.

OVERALL 63%

SEGA

EUROPE'S No.1 GAMES CONSOLE

Masses of power, arcade quality graphics,
and over 100 great titles available
Sega consoles are the worlds best for value, excitement and fun.

8 BIT VERSIONS



16 BIT VERSIONS



MASTER SYSTEM £29.99
MASTER SYSTEM PLUS £39.99

OVER 100 GAMES
AVAILABLE
STARTING AT £9.99

MEGA DRIVE £49.99

Includes two game offered titles
Arcade quality graphics and powerful 16 bit power
to ensure best and most fun the best

POWER BASE CONVERTER £29.99

Enables you to play
over 100 classic action arcade games



SEGA

DO ME A FAVOR
PLUG ME INTO A SEGA

NEW ZEALAND STORY MEGADRIVE

The Kiwi is a bit of a dilemma. Why? God evil and mean. Sarnery the Seal has kidnapped all his charms so has locked them up in cages all around a surreal landscape. Sounds weird? New Zealand Story certainly is.

But who cares when it's as much fun as this. The idea is to rescue all of Tiki's charms by running and jumping around the multiple eccentrically scrolling landscapes and reaching the cage before the timer for that particular screen reaches zero.

There are all sorts of handy gadgets making life difficult, but Tiki is armed with a bow so he can spring off at one of the aggressors. A variety of cute power-up weapons are also available, including balloons and flying mail which Tiki can use to get to the more inaccessible parts of the landscape.

New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for born up experts. Highly recommended.

OVERALL 89%

PHANTASY STAR II MEGADRIVE

Phantasy Star is a vast, sprawling RPG set in the future where you guide an intrepid band of adventurers through a hazard-packed landscape. There are no arcade sequences at all, instead the fight sequences are displayed using a hit points and mana systems where the player chooses the action, and then the computer works out the results.

There's certainly a big challenge in store, but to be honest, *Phantasy Star* is a more suited to pure RPG fans who like to use their brains rather than their joy sticks. Arcade fans will soon become bored due to the lack of immediate action.

OVERALL 78%

PHELIOS MEGADRIVE

The first thing that immediately grabs your attention is that this looks more like a Master System game than a Megadrive title. The graphics are very poor indeed with fuzzy sprites and very bland backdrops. The gameplay is more exciting, though, requiring the player to fly up the screen taking out the badies with a giant sword and a number of different power-up weapons.

There are numerous play options which let you tackle different levels, quite a neat idea although it's possible

to see virtually the entire game very quickly. Playing it all the way through, however, is a challenging task and one that most should aim as far as they can enjoy.

Phelios is certainly not the greatest vertically scrolling Megadrive blaster around, but it has enough original features to keep you entertained for a while at least.

OVERALL 77%

POPULOUS MEGADRIVE

Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of the stunning Electronic Arts.

Played over a large scrolling landscape, the idea is to teach other people by raising and lowering the land so they can cultivate and build on it (basically increasing their population and making you stronger). However, while you're doing that, an evil God somewhere on the map is doing the same for his people. And these people are out to destroy yours.

As you become more powerful, you're able to do a variety of really God-like things to destroy his people, like making a giant volcano appear right in the middle of one of his cities, or flood the place or even place weapons or cause an earthquake. Of course, the evil God can do the same to you, so a tight regular drop-down battle is guaranteed.

With superb graphics and 500 different levels (and a password system to let you carry on from where you left off), *Populous* is both highly original and amusingly addictive. Once you start playing, it's very difficult to stop. With a constant challenge on offer, *Populous* is a game which you will return to time and time again.

OVERALL 94%

RAMBO III MEGADRIVE

The man with the headband is back. And this time he's brought his trademark in typical Rambo style, the object of the multi-directionally scrolling shoot 'em up is to eliminate five different enemy zones and destroy everything and anything silly enough to step in your way.

It's action all the way as Rambo fights through the forests, enters a prison camp and then finally heads deep into the enemy stronghold to cause irreparable damage to the installation. Between screens there's also a 3D Operation Wolf style shoot-out where Rambo takes on a large piece of military hardware, including a tank and helicopter - single-handedly and attempts to take it out with his nuclear-tipped arrows.

With great graphics and thumping good sound, *Rambo* certainly backs a punch. It's not a difficult game to finish, but it's great fun, and keeps you coming back for more even when you've defeated the enemy!

OVERALL 87%



SOKO BAN MEGADRIVE

This strange puzzle game involves the player moving boxes around store rooms. The object is to move the boxes onto the areas marked with an X. But this is made difficult by the fact that the boxes can only be pushed, and that the store rooms are such weird shapes, that it is very easy to get into a situation where it's impossible to complete the screen.

It doesn't sound exciting, and indeed it isn't, but the action is absorbing nonetheless, and puzzle fans should enjoy the considerable challenge.

OVERALL 78%

SPACE HAR- RIER II MEGADRIVE

Take off and battle aliens who've invaded 12 zones of the beautiful Fantasy Zone in this 3D shoot 'em up. The basic gameplay is exactly the same as the highly successful Sega coin-op of several years ago, but there are new aliens to blast into oblivion.

The 3D is very fast and smooth, and indeed the whole game looks amazing. However, the gameplay gets pretty dull after a while due to the lack of variety. You just keep on flying and shooting. If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else, the novelty will wear off very quickly.

OVERALL 76%



SUPER HYDLIDE MEGADRIVE

Like Phantom Star II, this is a huge role playing game where you have to travel the landscape, speak to people and fight monsters. It's a very tough game, and much brain work is required to get anywhere.

The graphics and sound aren't exactly the best in the world, but they do their job, and the gameplay is fairly ungrinting, so long as you're into role playing games.

Once again, arcade fans will find the lack of any real action rather dull. However, those who like games with a steady pace and tons of puzzles will love this.

OVERALL 81%

SUPER REAL BASKETBALL MEGADRIVE

The one and only basketball game on the Megadrive, and it is great fun. The computer isn't difficult to beat once you're got used to the comprehensive control method, but the inclusion of the thoroughly enjoyable two player option means that as long as a second player is around, you can go back to it time and time again.

With excellent graphics, the animation on the players is particularly good - and plenty of different gameplay options, this is bound to go down well with basketball fans everywhere.

OVERALL 81%

SUPER HANG-ON MEGADRIVE

Want something big and throbbing between your legs? Then try out this superb motorcycle racing game. Converted from the Sega coin-op, this is an exact first copy of the machine and has all the features of the original plus some extra bits.

In the arcade mode, you're given the chance to race all the four coin-op tracks - just keep on passing the checkpoints to add extra time to your ever decreasing time.

If you want to try something different, try the original mode where you race against an opponent for cash. Keep earning the money and you get the chance to buy and one for your bike, including better classes, turbo and suspension.

The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without.

OVERALL 89%

STRIDER MEGADRIIVE

Here's another one of those stunning pixel-perfect Megadrive conversions which shows just how good the machine is. Featuring every aspect of the coin-op apart from the unintelligible speech between levels, this is a winner from start to finish.

The graphics are absolutely gorgeous, with beautifully drawn parallax scrolling backdrops and fabulous sprites. The sound is also superb, with plenty of great tunes and sound effects which replicate their arcade counterparts perfectly.

Fecking a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any arcade fan – and its multiple difficulty levels means that it won't become boring very quickly.

OVERALL 91%

SUPER LEAGUE BASEBALL MEGADRIIVE

We might think of it as glorified rounders to us, but baseball is huge in both the US and Japan. And this game attempts to simulate all the thrills and spills of the sport.

The graphics and sound are both very good, with nicely animated batters and pitchers, and plenty of atmospheric spot effects. The game plays a challenging variation of baseball, with tough computer opponents and a two-player option for head-to-head laughter and chuckles.

Baseball might not be everyone's cup of tea, but if you enjoy nipping on this particular cup of brew, check it out.

OVERALL 80%

SUPER MONACO GP MEGADRIIVE

Can you imagine taking the wheel of a large auto-vehicle? A turbocharged automobile? One that can go really, really fast? Well, here are those dreams courtesy of this incredible Megadrive arcade conversion which lets you race top drivers around eighteen different Grand Prix circuits.

In the arcade mode it's a straight conversion of the arcade machine where you race around the famous Monaco circuit track. First you race a qualifying lap, then race against fourteen other drivers. If you come in the top three, you get the chance to race again, only this time in wet conditions.

In the World Circuit mode you race an online season against other pro drivers in an attempt to win the Grand



Prix. Eighteen circuits and ten different pitstops with top racing and the grand final test drivers.

Super Monaco GP is a thrilling race game, with fast and effective 3D and great gameplay. It's incredibly addictive and has loads of lasting appeal, with a password system to let you have an ongoing Grand Prix campaign. If you're a speed nut, make sure you get this.

OVERALL 94%

SUPER THUNDERBLADE MEGADRIIVE

Take to the skies in a combat chopper, and fly solo against an entire enemy army in this 3D coin-op conversion. Combining both first person and horizontally scrolling sections, there are plenty of aerial and ground targets to blow away – but be careful out there, they're out to get you too!

This was one of the first ever Megadrive games, and a year ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges. Fans of the original machine will get plenty of kudos, but anyone else will find it a little rather unimpressive.

OVERALL 69%

SUPER SHINOBI MEGADRIIVE

Known in the UK and America as Revenge of Shinobi, this is a slick, superbly looking, great sounding and incredibly playable platform game, in which you guide hero Shinobi on a solo infiltration deep into enemy territory.

Shinobi is armed with a couple of Fists, is bagful of shuriken and some Ninja magic – not much against an enemy army soaked up with the likes of flame throwers, machineguns and martial arts specialists. There are also nasty and of level baddies to keep Shinobi on his toes.

With stunning graphics and amazing music, *Super Shred* is a joy to play. The gameplay is beautifully balanced so you seem to get just a little bit further with every game. The game itself is huge, spread over 20 different and very long sub-levels, making this challenging even to the most skillful of players. If you're a platform game fan, this is an essential purchase.

OVERALL 94%

THUNDER- FORCE II MEGADRIVE

Overshadowed by its predecessor, but nevertheless a typical shoot 'em up with plenty of bullets, a split-screen buster has action set over some different horizontally end-overhead scrolling levels packed to the gills with enemy ships and huge (and we mean huge) end-of-level guardians.

There are plenty of different weapons to pick up, and on later levels you certainly need 'em, with streams of alien attacking from all sides, and landscape features to dodge.

It's a tough game, and sports some great graphics: some of the background scenery is excellent, and the big tank which trundles into the fray at the end of level two is amazing. Crunchy sound (including some rocking good tunes), side-rendering effects and even some sampled speech and plenty of variety. Recommended to lasting fans.

OVERALL 81%

TONGUE OF THE FATMAN MEGADRIVE

The one or two-player arcade style one-on-one buster 'em up shows the player into the futuristic arena where combatants have to fight one another in a gladiatorial style contest. With a variety of fighting moves and a host of nasty tricks (purchaseable at the beginning of a fight with your prize money, it's no holds barred as you tackle the head of an Algoric Monster, a Spiderwoman and even a leather-clad lovely with living hair).

The graphics (and particularly the animation) are ultra-fanciful. However, these are let down by the game play, which is too blunt or far too easy, letting you get way into the game on your first attempt. It's a real shame that this is the case, as experienced gamers/players will simply not get their money's worth. Check it out by all means - I just to see the graphics - but play before you buy.

OVERALL 71%

THUNDER- FORCE III MEGADRIVE

The Thunderforce fighter is back in a graphical tour de force. The action is waged over six different scrolling planets, each with its own unique backdrops, alien ships and end-of-level guardians (including a fantastic fire-breathing Godzilla look-alike). Five levels are selectable at the start, but all have to be finished before you're able to tackle the sixth planet, which is split into three distinct levels, the final one of which is a giant multi-screen enemy space cruiser which is literally bristling with gun emplacements and missile launchers.

The graphics are truly marvellous, with parasite-spraying backdrops and some real sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.

OVERALL 89%

TORA! TORA! TORA! MEGADRIVE

This is the latest from vertically scrolling shoot 'em up specialists Toaplan (authors of *Truster* and *Flying Shark*), and although it's great fun, suffers from being too easy to complete.

The object is simple enough: just drive up the screen destroying evil and sundry. There are a variety of pick-up weapons to bolt onto your craft, one of which is a super sweep laser which destroys everything in its path. The graphics and sound are both very good, but as we've said, the game is just too easy, and it's possible to go all the way through 25 ten levels in a couple of sittings. Perhaps one for the novices?

OVERALL 64%

WHIP RUSH MEGADRIVE

Originality certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. Simply pilot your space craft into enemy territory and blast everything that gets in your way. Grab the power-ups to increase your destructive powers and help you blow up those end-of-level beetles.

If *Whip Rush* was fun, maybe the originality could be overlooked, but the gameplay, the ship's handling and the graphics and sound are so weak that after a few goes you start wanting to play something else. There are loads of better shoot 'em ups on the Megadrive - try something like *Truster* or *Thunderforce III* rather than wasting your cash on this.

OVERALL 48%



TRUXTON MEGADRIVE

Although original features are definitely lacking in this vertically scrolling arcade conversion (which incidentally is also known as *Takajin*), it is a good, solid blast which offers plenty of action, speed and excitement.

Pilot your super star cruiser through rank after rank of alien craft and destroy all that gets in your way. Power-up weapons and end of level baddies are present, of course, to spice up the action, and it all adds up to a fun and addictive shoot 'em up which throws down a considerable challenge to the player.

OVERALL 82%

WORLD CUP SOCCER MEGADRIVE

The one and only soccer game on the Megadrive, and it's not bad. It is also true to say that it is not brilliant either. Pick a team from a host of world famous clubs and see whether you can make it in the World Cup. The action is displayed from an overhead viewpoint, and play is fast and furious. However, it must be said that the difficulty level is very low, so unless you're playing two player mode, the challenge level is minimal, and within a few goals you'll be lifting the world cup.

Worth checking out if you're really desperate for a football game, but if you're a good gamer/player, don't forget about the low, low difficulty level. Our advice is to try a different sports game (like John Madden's Football) and wait for a better soccer game to come along.

OVERALL 64%

XDR MEGADRIVE

The horizontally scrolling shoot 'em up looks more like a Master System game than a Megadrive game! The sprites are flat coloured and the colours are garish and the sound is pretty wacky.

That could be excused as the gameplay was up to scratch (but unfortunately it isn't). It is very much like *Wing Rush* in this respect, that there are absolutely no original features at all, and the weapons are all as lame as a horse with leg aches. The alien jockey is to attack with all the vigour of a old age pensioner off to an acid

house party and the bland landscapes that scroll by are as memorable as a Russian housing estate.

It takes but a few goes to become bored, and that's all what Megadrive games are about. We want excitement! Thriller Spots! And some decent gameplay. Give it a miss and buy something far more exciting instead.

OVERALL 47%

ZANY GOLF MEGADRIVE

This is an offbeat "sports" simulation based around that most famous of British seaside resort pastimes: crazy golf. Featuring courses as bizarre as they are tricky this is a surprisingly addictive little number that just keeps you coming back for more.

Each one of up to four players starts off with a number of strokes, and after each hole is completed, more are added to that total. However, if you use up all your strokes, it's game over.

The first course is fairly straightforward (just knock the ball through the lighthouse and into the hole). Then things start getting weird, with a bouncing hamburger and a kidnapping fountain to negotiate. Then it's time to run the gauntlet of three extending and retracting walls, followed by a spot of pinball, with the player shooting at drop targets before the ball can drop to its lower part of the course, where the hole is. Other delights include a Disney castle, a breakout section, a laboratory complete with electric sparks and an anthill complete with moving holes.

The graphics and sound are both great. But the addictive gameplay is what keeps you coming back to it. If you're after something different, check this out - and it's guaranteed that your parents will love it.

OVERALL 80%

ZOOM MEGADRIVE

Reminiscent in many respects of that decade-old arcade classic, *Arkanoid*, this painting game requires you to make your way around a grid and fill in each square by painting around the edges. A load of alien baddies (who have a battle cry, "come on boys") which sounds at regular intervals throughout the game) patrol the grid and must be avoided until they touch at least.

There are a number of pick-up goodies in the form of invincibility and boosters. As you progress through the game, the screens get more and more difficult to negotiate, with complex patterns upon which it is easy to get trapped.

Zoom is quite good fun - and is addictive to boot. However, there isn't much variety, and after a couple of sessions it all starts to get a little bit boring. With a few more features, this could have been a really addictive side game. As it stands, it's a fairly fun game that falls short of its potential.

OVERALL 71%

PC ENGINE

AFTERBURNER
PC ENGINE

This conversion of Sega's 3D coin-op jets you and your F-14 fighter up into the wild blue yonder, where there are just loads of enemy aircraft waiting to be blown to smithereens. Let up with the Vulcan cannon, or a Sidewinder missile if you can "lock on" to the enemy, and if you suddenly find a missile homing in on YOU, lock in the afterburners and dive out of danger.

The conversion has much of the speed and exhilaration of the arcade game, as well as all the soundtracks and speech (which are both very good) and the retelling sequences. There's even an impressive 3D demo included on the cart, which is fun to fiddle with.

Definitely one of the best Engines arcade translations.

OVERALL 88%

ALIEN CRASH
PC ENGINE

Fans of pinball and H.R. Giger's Alien artwork are well catered for by this game - a pinball game with a three-screen-high, scrolling table which is alive!

This late runner of Demol Crash has alien eggs and scuttling Face-Huggers as drop targets, and around the edge of the table are full-grown xenomorphs which grab the ball in their teeth and transport it to one of several bonus games.

This is an excellent pinball game, with realistic ball movement and outstanding graphics and music. Quite difficult to find these days, but if you can get hold of it, you won't regret it.

OVERALL 91%

ALTERED BEAST
PC ENGINE

As so often happens these days, the local nice wizard has risen you from the grave to rescue his daughter who has been kidnapped by the local nasty wizard.

Unfortunately, this means punching and kicking your way across graveyards and swamps which are crawling with zombies and other spooky creatures out to get you. Collect the magic orbs, though, and you're "altered" into a were-wolf, were-dragon, were-bear or were-tiger, all of which have different death-dealing abilities.

There is a rather rough conversion of another Sega coin-op, which wasn't that great to begin with, so unless you're already a fan... give it a miss.

OVERALL 60%

ALTERED BEAST
(CD-ROM)
PC ENGINE

This CD-ROM translation of the Sega coin-op features all of the supernatural were-beast best 'em up antics of the arcade original, and the CD player reproduces the soundtrack and speech perfectly.

Sadly, the gameplay is very slow and the excitement is ruined by the frequent pauses which halt the action every time a new bit of scenery has to be loaded from the CD. Not the greatest of the CD-ROM titles, by any stretch of the imagination.

OVERALL 54%

ARMED F
PC ENGINE

Yet another up-the-screen space blast which features pretty much the usual cast of belligerent aliens, heroic end-of-level boss creatures and zap gun upgrades. It's all quite slickly presented but there is certainly nothing in Armed F to make it stand out from the crowd.

OVERALL 69%

ATOMIC ROBO
KID
PC ENGINE

Take Robo Kid on an extermination excursion through caves and spaceways packed with all sorts of cyborg monsters after his superlaser. Kid starts the game armed with a top-standard atomic laser pistol, but blast the right enemies, pick up the right items, and he has the job of atomic power guns, three-way beams, missile and fire- ray beams.

This is another excellent coin-op conversion (from yet another Sega coin-op), with great graphics and level after level of blasting fun. There are still better PC Engine shoot 'em ups though.

OVERALL 81%





BATMAN

PC ENGINE

Sunset produced all the console versions of Batman, but whereas most of them took the form of platform games, the PC Engine version looks and plays more like a brawny game of Pac-Man. Each level is a maze of passages, in which Batman has to find different dams while avoiding or outwitting the Joker's henchmen. When all the dams are found, it's on to the next stage.

It sounds dull, but the action is stringently compelling, and the graphics and music are very attractive. Watch out for the (nonsensical) intermission sequences which are some of the best ever seen on a computer game!

OVERALL 84%

BLODIA

PC ENGINE

Unlike the other consoles the PC Engine isn't that well catered for when it comes to puzzle games and Blodia is one of the few

The object of the game is simply to guide a ball around a network of tiles to its destination. The tiles carry sections of guttering, and you must slide them around until they form a path to safety for the constantly rolling sphere.

There are lots of levels, and even a level design option, but when it comes down to it, Blodia is more frustrating than enthralling, and the very simplistic graphics don't make it any more attractive.

OVERALL 55%

BLOODY WOLF

PC ENGINE

The President has been kidnapped by jungle-dwelling terrorists and only Mr Snake and Mr Eagle are hard enough to take on all of his captors and pay the ransom in hot lead.

The game starts with you (as either Snake or Eagle) being parachuted behind enemy lines and from then on it's just a matter of marching around numerous hostile strongholds, mowing down soldiers, collecting extra weapons, and even using armoured motorcycles. The graphics are good, the sound is fine, and the combat gameplay is satisfyingly violent. Worth a look.

OVERALL 80%

BREAK IN

PC ENGINE

If you're a keen Pool player but have no-one to play with this game is probably the answer to your prayers. It plays six different types of Pool, as well as letting you practice trick shots, and it even coaches you, by demonstrating shots and showing you where you went wrong.

Once your skills are honed to perfection, you (and three other players) can take part in a competition between 14 carefully-skilled passengers on an ocean liner. Every part of Pool, from the ability to put spin on the cue ball to the ball collisions is accurately simulated in Break In, making it the best game of its type anywhere.

OVERALL 87%

BULL FIGHT

PC ENGINE

A boxing game? No, this isn't too bad. The large sprites are quite impressive, and the animation is decent. Even the sound's not too bad. The only problem is that there aren't really enough different boxing moves to really get right into the action. 'We want duckin' ol' olein' Boddin' in weavin'! As well as a variety of long and short punches.

Bull Fight should appeal to fans of the sport, but others will find themselves getting rather bored due to the lack of variety.

OVERALL 77%

CITY HUNTER

PC ENGINE

Based on a Japanese comic of the same name, this arcade adventure puts you in the shoes of a super-tough spy who has to scout enemy strongholds looking for hostages and stolen goods.

Naturally, bad guys armed with large guns are never far away, and Hunter has to make use of any weapons and traps he finds if his mission is to succeed.

City Hunter is great fun to play... until you meet someone you have to talk to! The text is all in Japanese, so unless you speak the lingo you're not going to get far into the game. That's sad because the superb graphics and music are most riveting. Conquering the game's origins, an English language version seems unlikely.

OVERALL 64%

CHAN AND

CHAN

PC ENGINE

Join the owners of the Chan and Chan Detective Agency, Casy and Ken, on their latest case in this game, which is based on a Japanese TV comedy show.

The longestablished platform action is very much in the Super Mario Brothers mould, but there's also plenty of pure Japanese lousy humor in their case, making it a load of laughs to play.

Excellent graphics, jolly music and plenty of secret bonuses complete the experience. This is another oddie, but if you can find it, buy it!

OVERALL 90%

CHASE HQ

PC ENGINE

This is another arcade conversion, (this time of a hit Tokyo coin-op) which enrolls the player in the Chase division of the police force.

Take to the highways in an armoured, turbo-charged Porsche and hunt down an assortment of nasty criminals who are making off in their getaway cars, then bump them off the road and bust 'em.

It's an extremely good conversion of the very playable coin-op with excellent graphics and a smooth, if slightly 3D effect. The speech is in Japanese, but don't let that put you off.

OVERALL 88%



CYBER CROSS

PC ENGINE

This is one of those breed of sideways-scrolling beat 'em ups that seem to proliferate on the PC Engine, but at least this is one of the better examples.

Play as either a girl or boy and spend your time eating giant fire-breathing frogs amongst other things.

There's not a great deal to the game apart from that, but the graphics and sound are fairly slick and the whole thing is sufficiently attractive to keep you coming back for more, for a week or three.

OVERALL 79%

DEVIL CRASH

PC ENGINE

The sequel to Alien Crash (see above) swaps the bio-mechanical theme for a supernatural one. This time matching skeletons, crawling blobs and spooky circling moths are the targets, and a host of skulls and dragons are standing by to capture the ball and send it to a bonus level.

The scrolling table is still three screens high, the graphics are still super-detailed and the music is still terrific. Even if you already have Alien Crash, Devil Crash is well worth looking up, because it's probably the best computer ported game around.

OVERALL 93%

DIE HARD

PC ENGINE

This game of the Bruce Willis blockbuster movie takes the form of an Ivan Drago type combat super-

Police officer, John McQueen, starts off in a swampy scenario, but it doesn't take long before terrorists start swimming out of the undergrowth and then it's stubborn time!

There's plenty of action in Die Hard, a few extras are posed and the graphics are large and well connected, but it all turns out to be just a tad tedious to play. Probably for combat freaks and Brucey fans only.

OVERALL 78%

DIGITAL CHAMP

PC ENGINE

While *Butt Fight* occupies the red corner, the other contender in the PC Engine boxing ring is *Digital Champ*.

This one takes a behind-the-gloves view of the action and puts the player up against boxers of various nationalities and skill levels until he either wins the world championship or gets his lights punched out for good. The joystick provides a rather restricted array of punches and defensive manoeuvres, and because each fight can take up to 10 minutes, the game grows very boring very quickly.

OVERALL 55%

DON DOKO DON

PC ENGINE

Jim and Bob Dooan are off on a trip through Many Land to rescue their favourite princess from the comically fanatical Dark One.

Both heroes (this is a one or two player game) come with a large hammer which is just right for cracking the skulls of the mean, yet cute, creatures guarding the road to glory. This superb platform game is reminiscent of *Super Bobble*, and not just because of the cuddly graphics.

The head-banging gameplay is fun, fun, fun and plenty addictive too so this one comes highly recommended.

OVERALL 88%

DOWN LOAD

PC ENGINE

Another I wish I could read Japanese game, not because the gameplay relies on the use of text (*Down Load* is in cut and out text) but because it features some exciting plotline intermissions which look superb but are really incomprehensible.

The action is set over scrolling futuristic cityscapes, across which you have to blast a path in your mission to rescue a girl from a gang of kidnappers. The sprites and scenery give the game a palpable cyberpunk aura and the weapons upgrades are good and meany, making this a genuinely addictive game. Recommended.

OVERALL 85%



DRAGON SPIRIT

PC ENGINE

This is Namco's conversion of their own vertically-scrolling arcade blast, which, just for a change, stars a fire-breathing dragon instead of laser-spitting spacecraft.

There are an impressive collection of nasty beasts to shoot, and an even more impressive array of power-ups including flaming flames and even extra levels to provide double and triple shoots!

The graphics are tremendous, the music is pretty good and the action is fast and furious, so this is one very shoot 'em up fan should consider adding to the collection.

OVERALL 89%

DRUNKEN

MASTER

PC ENGINE

Drunken Master was one of the first, if not THE first, PC Engine game to appear on the shelves in Japan and it really does show off the graphics capabilities of the machine very well.

In gameplay terms, it's little more than an average quality beat 'em up, but what sets it apart from the rest are the huge sprites - the Kung Fuing star of the game and his enemies all stand at about three-quarters of the height of the screen! The simple, walk-and-whack gameplay seems rather dated these days, but that's not to say it isn't playable, and considering that *Drunken Master* usually sells for about a fiver it has to be worth looking up.

OVERALL 76%



DUNGEON EXPLORER

PC ENGINE

Any fan of the arcade game, Gauntlet, might well find *Dungeon Explorer* looks familiar. Like the original, this lets you loose in a scrolling fantasy world populated by demons and other vile things, all begging for an ice blade between the eyes.

Unlike Gauntlet, this lets *Five!* players take part at the same time, providing you have a five player-capped lap. All can be assigned different characters with different skills and weapons, which can be improved along the way. Outstanding graphics and sound effects (which are even better if you can hook up a stereo) complement terrific gameplay, making this a definite must buy!

OVERALL 93%

ENERGY MAN

PC ENGINE

Oh dear, oh dear, oh dear. *Energy Man* is a jolting little scrolling arcade adventure in which you guide a shabby hero spine against a variety of badly drawn enemy sprites. The backgrounds are rubbish, with flat colours, feeble perspective and laughably bad scenery.

The gameplay is as bland as eating a tub of margarine, and it doesn't take long before you get bored. There are a billion better games of this type on the PC Engine—try *PC Kid* or *Chun* and *Chun* rather than wasting your well-deserved money on this obviously under-seeing title.

OVERALL 34%

F-1 SPIRIT

PC ENGINE

What initially holds a load of promise—a 3D PC Engine racing game, *F-1* is indeed a huge disappointment of the very first order.

Combining unimpressive graphics, crummy 3D and toppling gameplay, this is like steering a speeding blob around some infant school pupils' idea of a race track.

The game died a death when it was released in Japan, and quite rightly so. It's an appalling product which blows raspberries at the PC Engine's capabilities and reveals in its own ineptitude. Only buy it for your very worst enemy.

OVERALL 19%



F-1 TRIPLE BATTLE

PC ENGINE

How do you turn a 3D road racer into a three player 3D road racer? Well, you simply split the screen into three horizontal sections and let the players race head to head.

While there's a very congested example of this type of game, the cramped graphics convey little in the way of spirited type thrills. Unless you've got a three player joy pad (ap you're just desperate to use to its maximum potential), you'll be better off with *Final Lap* even, and only one other player.

OVERALL 73%

FANTASY ZONE

PC ENGINE

A most weird shoot 'em up, this, but that's not to say it isn't fun. It stars a little egg ship which has to zip about a bizarre array of psychedelic subways, scrolling landscapes bearing equally bizarre psychedelic creatures. When they croak, they drop cash which Mr Egg can transform into some mighty guns or engines when he visits the local weapons shop.

It's not the sexiest blast in the world, so unless you're a bit hot at these games you may find yourself in Frustration Street for a lot of the time. Tougher gamers will find it right up their tree-lined avenues, and are well advised to have a go.

OVERALL 80%



FIGHTING STREET (CD-ROM) PC ENGINE

This is actually a conversion of the Street Fighter comp but for some reason the Japanese manufacturers reversed the names.

Luckily the gameplay is unchanged and though it's not the greatest beat 'em up ever, the graphics are big and meaty, the soundtracks on the CD are pretty funky and there are enough moves to keep the action interesting. Just the thing for the beat 'em up loving CD-ROM gamer.

OVERALL 80%

FINAL LAP TWIN PC ENGINE

Final Lap Battle isn't the only multi-player road racer game on the PC Engine. This one splits the screen in two, so you can race against a mate (or a field of computer drivers).

Either way the action is intensely competitive and very fast is really exciting and fun. The dual screens are less cringed than in Triple Battle, so the graphics are clearer and they provide a good feeling of speed as you put your foot down. Probably the best game of its type on the engine, so race fans, check it out!

OVERALL 90%

FINAL ZONE (CD-ROM) PC ENGINE

For some reason there seem to be a lot of Final Zone-type games available for the CD-ROM and for some other reason, most of them are pretty mediocre.

This one has the usual lengthy (but snazzy) intro with lots of Oriental cartoon warriors mouthing off about something or other, and then it's straight into the up-the-screen bang-bang action.

There are a fair few extra weapons to keep things lively but as usual, using such a powerful medium as the CD-ROM for such an ordinary game seems a bit of a waste.

OVERALL 69%

FIRE-PRO WRESTLING PC ENGINE

Take a single seat for the only wrestling game on the PC engine! One or two players can take part, and both get to choose a single wrestler or a tag team of two wrestlers to go into battle on their behalf.

There are a variety of uniquely styled opponents to fight, all well versed in the sport's associated gymnastic techniques, and even have their own special attacks. However, there are so many moves that anyone playing without comprehensible instructions (one that probably includes most English-speaking players) will have a frustrating time getting to grips with the game. Nice graphics and stuff, but non-Nippons need not apply.

OVERALL 50%



FORMATION SOCCER PC ENGINE

You want a football game? You got it! Formation Soccer is undoubtedly the best console soccer game yet produced (though there are rumours that Hudson Soft have an even better one under production!) and is definitely the best sports game on the PC Engine.

Choose to take part in friendly matches or a World Cup competition, then select your team for action before taking the field. The graphics are probably the game's main asset, and the players are an athletic bunch, even performing Maradona-style bicycle kicks if the need arises.

It's a one or two player game, of course, but if you have a top, three or four people can take part, with two players taking joint control of one team. Well worth selling your season ticket for.

OVERALL 91%

GALAGA 88

PC ENGINE

First there was Deluxera, then Galaga, followed by Galaxia and finally Galaga 88. In case you remember any of the above, the series cast you as commander of a laser-armed spacecraft at the foot of the screen, dodging and blasting aliens which gathered at the top of the screen, before being swamped down with gun blazing.

Galaga 88 is an almost perfect copy of the arcade game, lacking only the upright screen, but having all the same cutsey aliens, ship upgrades and hilarious ying-yang alien bonus screens. Even the secret chest bonuses are in there. A simple but very addictive blast which makes a refreshing change from the usual PC Engine shoot 'em ups.

OVERALL 88%

GOLDEN AXE
(CD-ROM)

PC ENGINE

The evil Death Adder has killed a load of your chums, as well as some members of your family and stolen your Golden Axe. So what do? Well, grab the nearest weapon and go and get revenge. Basically, what this means is you've got to cut a swathe through hanks of enemy forces, confront Death Adder, beat him into submission and grab the glided chopper of the title.

At the start of the game you can choose one of three characters - a dwarf, Amazon or barbarian - and then it's straight into the best-ent up action. The game is very straightforward to play, but there are a wide variety of different battles to look in, and the going is pretty tough.

As you can expect from a CD-ROM game, the sound is excellent, and the graphics are not too. If you're lucky enough to own a CD-ROM drive, make sure you get this.

OVERALL 88%

GUNHED

PC ENGINE

Oh! Ooh! Hudson Soft's finest hour! This amazing off-the-screen blast has been around for over a year now and it's still the most impressive shoot 'em up on the PC Engine, and even bears most Megadrive blasters into a cooked hen!



It's ten levels of spacetime fun! With a huge selection of spectacular weaponry to let you lay waste to all sorts of alien spacecrafts and landscapes. Homing missiles, remote multi bodies and dazzling spirals of fatal laser give you a feeling of real power which is potentially mind-warping. The music and sound effects (including speech) are equally impressive.

In normal mode, the game is fairly easy to complete, but on the hidden level select and you'll find there's no end to the challenge!

OVERALL 96%

HEAVY UNIT
PC ENGINE

Originally an obscure coin up, this shoot 'em up stars a Transformer-type robot which has to travel over land and sea on his mission to destroy lots of aliens - er! stuff! The usual collectible boost that power, provide bombs and change the hero from robot to spaceship and back again, but unfortunately they don't provide much in the way of heady excitement.

In fact, there's not much to be gloved from the game beyond the frustration that results from losing a life and all accumulated armaments. Then having to fight your way out of an impossible situation with a weakly weapon. Look elsewhere for your blasting thrills.

OVERALL 49%

HONEY SKY
PC ENGINE

An odd name for an odd game, which again, is difficult for the Western player to comprehend.

The hero of this shoot 'em up is a little bullet-shaped robot who lives over hill and dale, tapping at and sundy with his laser wand. Using the popped buttons, the wand can be rotated through eight directions which is quite a novel idea, but this doesn't make up for the overall weirdness of the game, which obviously has a lot of meaning to Japanese players, but is completely lost on us foreigners.

If you're prepared to experiment with the weapons, menus you might get a bit more out of it, but why bother when there are games like Gunhed and H-Type around?

OVERALL 60%



IMAGE FIGHT

PC ENGINE

great super-fast megaweapons, blaster was one might I mean it can go, and the PC Engine version is no slouch either.

Power your way through the mounds of big spitballs, and zap away all the little ones with up to three outgunning cannons and a variety of spit-beam emitters. However, there aren't too many levels to the game and there are a couple of really gameplay wrinkles which provide a few unwanted moments of frustration.

Check it out if you want one of the arcade game's accolades.

OVERALL 80%

KLAX

PC ENGINE

Wow! This is the best home version of Tengen's Tio-Tio Tiles arcade Tetris-like. All you have to do is arrange the tiles that are conveyor-belted towards you into coloured patterns as they drop into a pit. Sounds easy, but as the pace accelerates things can get pretty tricky!

The conversion features all the bonuses, warps and even the speech, digitised applause and "WROO"s. There's also an options screen that lets you fiddle with various difficulty factors as well as the colours, screen shape, and you can even switch the text from Japanese to English. A must if you want a little mental stimulation.

OVERALL 91%



KNIGHT RIDER SPECIAL

PC ENGINE

Knight Rider is a pretty good TV series, with car chases a plenty and lots of explosions and stuff. It's sad then, that the programmers of this game have captured none of the excitement of the telly programme. Instead we've got a rubbish 3D game of a standard in-line as that of the abysmal F1-Spent.

Just drive around the very bland landscapes attempting to track down enemy cars. With a car interior as drab as a new Ford Escort, and the handling of a mild cow Knight Rider Special is far from special. It is a pathetic cartridge which should be avoided at all costs.

OVERALL 21%

LEGENDARY AXE

PC ENGINE

Another classic title which is hard to find these days. You play a barbarian who wields the anonymous axe against all sorts of monstrous miscreants who are out to get you as you follow the horizontally-scrolling road to your destiny.

The graphics are nicely detailed, though the colours are a little odd, and the sound effects and music are real fancy (the latter especially). Hackin' and slashin' are as addictive as heck, so if you can't afford the sequel, hunt this cart down and snap it up!

OVERALL 86%

LEGENDARY AXE II

PC ENGINE

The sequel to the above features similar gameplay but with even better graphics, plus, this time you can arm yourself with either a sword or a deadly bile chain or, best of all, the flamed (if not legendary) axe itself!

Each level is enormous, with plenty of winding-traveling lots of the backbone after your blood. Watch out also for the skeletal dragons living in the walls and even the snake-shed floor tiles which are dead-end to get you!

There's plenty of imaginative hacking action in this one, so get it on, axe fans!

OVERALL 93%

MOTOROADER

PC ENGINE

At first sight this looks like a pretty dull veered tripe-alotus race game, but get down to playing it and you'll find out how wrong first impressions can be. It's all about burning rubber over loads of scintillating tracks. If you've got your gas, which you can turn into better bits for your car - groovy lyrics, powerful engines, turbochargers, nitro, more streamlined bodies and respawning too!

Playing solo is good fun, but the game really takes off when you've got the old five-way tee plugged in and a gang of friends racing alongside you. Hours of fun.

OVERALL 90%

MR HELI

PC ENGINE

Ever wanted to be a cute helicopter? Well, here, thought not. Still, play this game and you may change your mind. Mr Heli pilots his way around mazes full of nasty anti-hoppers and other mechanical monsters, while hunting down precious crystals which he can turn into handy extra weapons - triple missile-launchers, and other powerful gear like that.

Great graphics and jolly tunes help make this an enjoyable diversion of the kind you'd go to if you liked it in the arcade, got a load of that.

OVERALL 86%

NAMCOT BASEBALL

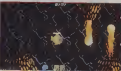
PC ENGINE

Different from the Power League Baseball series in the respect that instead of realistic graphics, the programmers have taken a cartoon-style approach, with chunky men and some not very serious backdrops.

The game, however, is far from unrealistic. Namcot Baseball plays a tough game of the sport, with a variety of options which let the player take part in a variety of matches, and even challenge a friend if he has a multi-tap joystick adaptor.

If you're after realism, obviously Power League II or III would be a better bet, but if you're after a more fun baseball game, check this one out. It's cheaper than the others!

OVERALL 77%



NAXAT OPEN

PC ENGINE

Fancy a round of golf? Well, don't bother to change a tiny your golf club. Pringle jumper and your super wide checkered belt ends. Just grab this cartridge and stick it into your PC Engine and you can play golf without even having to leave your living room.

The Naxat course is a laughie, with all sorts of obstacles to overcome, including greens in the middle of lakes, swimmers and dense forests to drive the ball over, and with a strict par to match. That is a game that won't be beaten overnight.

If you're a golf fan, make sure you give this the once over - it's definitely the best golf game available on the Engine.

OVERALL 91%



NEW ZEALAND STORY

PC ENGINE

Tell the Kiwi he's had all the kiwi mates kidnapped by a horrid witch who wants to have his necked, and... better very with them!

Tiki isn't one to take the situation lying down, so armed only with his trusty bow and arrow he sets off through the platform-packed botanical gardens, and prepares to zap some witchy goons.

This is a very accurate conversion of Tiki's cute and cuddly inbred platform game, and features all the levels, monsters, music, Asapula and wags from it's coin op counterpart. Good fun all round, really.

OVERALL 85%

NINJA WARRIORS

PC ENGINE

Another president has been kidnapped, and just for a change they've sent a couple of robotic ninjas to sort



out his captives with their sharp knife-knives and throw daggers.

This is a one or two player conversion of the Taito arcade machine, with lots of violent slasher action on offer to the bloody-minded punter. The graphics are attractively detailed and the gameplay has enough variety and vigour to hold most people's interest for a fair few hours. **Recommended**

OVERALL 88%

NINJA SPIRIT

PC ENGINE

After being lynched by a gang of nasty Japanese assassins, the hero of this title returns to earth in spirit form to exact a terrifying revenge on the hoodlums responsible. What this translates to in gameplay terms is a horizontally scrolling beat 'em up, through which our hero slashes, slashes and slashes his way, picking up magical items and more powerful weapons along the way.

If you've ever seen the hero come up, you'll know what I expect as this conversion sticks to the original quite closely. If you're after a beat 'em up, this is well worth considering.

OVERALL 85%

ORDYNE

PC ENGINE

This is a very cute and colourful conversion of a pretty obscure coin-op and colourful coin-op. It is a shoot 'em up for one or two players who fly their jet buggies over land and into sea while making the preceding havoc with various outlandish forms of heavy artillery.

The actual gameplay isn't much to speak of, but it is fun and the bright graphics give Ordyne a really jolly atmosphere.

OVERALL 81%

OPERATION WOLF

PC ENGINE

This is the sort of game that television documentary makers like to throw the player into a homicidal maniac. In fact it is a conversion of the hit coin-op that has you gun down digital soldiers with the mock Uzi attached to the cabinet.

Obviously the game loses a little because the lack of the gun means you have to steer the sight around the screen with the joystick, but apart from that it manages to capture much of the feel of the arcade game. The sprites are big and detailed, the sounds are quite adequate and it is a exciting and fun to play.

OVERALL 85%

OVERHAULED MAN

PC ENGINE

A very early PC Engine title, and it shows. Overhauled Man is a clumsy platform game in which you guide the hairy bear, lem up style across the scrolling landscape. There are plenty of tricky obstacles to overcome, and the game is by no means easy.

However, the graphics and sound are so lovable and the gameplay is so unoriginal and devoid of variety that it is difficult to really feel positive towards it. Just run, jump and punch your way along... Slaving really.

OVERALL 51%

P-47

PC ENGINE

This jet-age shoot 'em up was doing the rounds in arcades a couple of years ago and appeared on the Engine in 88 but it still compares well to many recent sideways scrolling shooters.

You actually control a World War II fighter plane on a mission over enemy territory. Unleash the power of your cannons on oncoming fighters, enormous bombers, rockets, tanks, etc, etc, then boost your bang-power by running into handy weapons tokens. It is a bit of a toughie this one, but it is a good looker, and the real blast fans among you should love it.

OVERALL 84%

PACLAND PC ENGINE

Between PacMan and PacMania came this little run 'n' gun, a scrolling platform adventure in which PacMan has to run the gauntlet of ghosts in cars and aeroplanes, to take a lousy bank to fairyland.

It sounds a bit easy, it is, but it's still a skillful stuff. The only factor to dampen the flames of fun is the over simplicity of the gameplay. Anyone except the most devoted PacMan may well find it gets just a bit too monotonous as level after level of similar obstacles scroll past. Try when you buy it possible.

OVERALL 79%

PARANOIA PC ENGINE

Yet another sideways scrolling shoot 'em up, but this time it isn't an arcade conversion. It's a bizarre blast with lots of strange monsters to zap and a lot of odd-out weapons to zap 'em with.

Points of interest are the rotate the drive options, similar to that used in the arcade game: if you're in the air, and the rather crude alien who seems to be judging you at the end of every game. Quite difficult to get into, but rewarding once you've got the knack of things.

OVERALL 80%

POCK KID PC ENGINE

Kid's got has been kidnapped by prehistoric monsters, and because there's no police force in the Pleistocene era, he has to brave deadly dinosaurs, lava and walking trees to rescue her himself.

This is a platform game in the Super Mario Brothers mould, but instead of just jumping on enemies to squish them, Kid leaps in the air, horizontally, and comes down head first! The game gives a tricky monsters and the general air of classic arcade, this game a fun factor, as does the urge to spot all of the hidden bonuses. Definitely the best PC Engine platform game going.

OVERALL 95%



POWER DRIFT PC ENGINE

Since a big old road racing hydraulic run 'n' gun driver Simon has the PC Engine, and while it's not bad, it's also not brilliant. The 3D is fairly fast and effective, but unfortunately it's just too easy. Given a novice will find coming in the top three of every race is fairly simple and it's possible to conquer all five sets of five tracks within a couple of sittings, and once that's done it'll get rather dull.

If you're desperate for a racing game, this might have some appeal, but you'd be far better off investing your cash in something which has much more lasting appeal.

OVERALL 69%



POWER GOLF PC ENGINE

With great graphics and codes of playability, Power Golf is a thoroughly enjoyable golf game which offers plenty of challenge and lots of leaving appeal.

It's not quite as good as Mass Golf, but it's nevertheless a solid golf game which offers a plenty of different modes of play. If you're a golf fan, check out Mass Golf first, and when you've completed it, try this one out too!

OVERALL 88%

POWER LEAGUE BASEBALL PC ENGINE

The Japanese are just as much into Baseball as the Americans, but unfortunately we bring aren't into it very much at all which limits the popularity of most computer baseball games.

If you're one of the few, however, you'll be interested to know that Power League is one of the best computer baseball games around, and lets you play as one of twelve teams, against a friend (if you have a tap) or the computer.

All the features of Baseball are included in this game—the different pitching and batting styles, and all the statistics that TV Baseball viewers love—all displayed in 3D graphics.

In fact there are only two problems with this game. Firstly, the lack of English instructions means you have to know the sport pretty well to get anywhere. The other thing is that Power League was quickly superseded by Power League II and III, so there's not much point buying this installment.

OVERALL 70%

POWER LEAGUE BASEBALL II

PC ENGINE

To the untrained European eye this seems to be almost exactly the same as Power League. A good baseball game, but if you're that desperate for one you may as well buy Power League III.

OVERALL 70%

POWER LEAGUE BASEBALL III

PC ENGINE

There's still not really that much difference between Power League III and Power League I. The only really noticeable change is the fact that in this one you can play in one of three stadiums, one of which is indoors. If you're after a baseball game, this is probably the best for the PC Engine, but compared to other sports games it seems strangely lacking in thrills.

OVERALL 79%



RASTAN SAGA II

PC ENGINE

Mr Rastan reckons he's the hardest barbarian this side of the cursed mountains, and he's got a fever on it. Now to prove himself and win the reward he has to get going across hazardous lands, swimming with all sorts of supernatural scum suckers, and with only a sword and shield for company. Luckily there are extra bits of military hardware, such as spears and rotating axes to pick up along the way.

This is a decent combination of the new up of the same name, and features large, detailed sprites (which aren't particularly well animated, by the way). For some reason, though, it doesn't grab the player in the same way as Legendary Axe II does, possibly because the gameplay consists of little more than walking right and slashing once when a monster appears, and that wears pretty thin after a while.

OVERALL 67%

RED ALERT (CD-ROM)

PC ENGINE

Opening with an impressive cartoon style introductory sequence, this quickly degenerates into an average Ben Hur style shoot 'em up in which you guide a gun-packing hero across an evenly populated monotonously scrolling landscape.

The graphics are slight, and gameplay is fairly good, but really there's nothing in this that sets it apart from any normal cartridge game other than the sound and the opening sequence (which is all in Japanese anyway, so you can't understand it unless you speak the language). We expect more from our CD-ROMs.

OVERALL 61%



RABID LEPUS

PC ENGINE

A visual shoot 'em up, starting a cybernetic bunny who has to take his way to the Ultimate Control with the aid of a Lepus Laser cannon and a scoring missile launcher. Tearing certain alien eggs, you super charge power and you can even become a giant robotic invincibility.

The sprites and scenery are some of the best seen on a PC Engine shoot 'em up, and the gameplay isn't bad either, though it isn't a no world beater. Something to try if you're after a change from the standard blasting fare.

OVERALL 86%

ROCK ON

PC ENGINE

Become a treasure hunter in this slightly off beat addition to the suitable range of PC Engine sideways-scrolling basters.

As usual there's plenty of alien death to be dished out, both in the air and on the ground, and there are a selection of power-ups to collect, but somehow the whole game feels slightly odd - odd and difficult. The heroic tale we've made it to the more advanced levels say it is worth persevering, though, as if you fancy yourself as a bit of a case-hardened, bullet-proof scavenger, this could be just your cup of tea.

OVERALL 79%

R-TYPE

PC ENGINE

The cart contains the first four levels of Irem's super-duper space-blast coin-op, the rest of the game being packed onto R-Type II (see following). Really this is the coin-op, exact in every detail, except that the screen also scrolls up and down slightly to compensate for the horizontal screen format [1].

All the easy weapons and almost easy aliens are in there, in the same positions, with the same properties. There's a bit of sprite flicker every now and again, but that is really excusable when the action is so hot-hot!

When you finish the game (which isn't that difficult, actually), you're treated to an excellent end-of-game sequence, and given a code to type into R-Type II to let you start with the same lives/weapon status you finished with. After Garfield, this is the essential PC Engine shoot 'em up.

OVERALL 95%



R-TYPE II

PC ENGINE

Don't think this is a conversion of the R-Type II coin-op, because it is actually the follow-up to the above cartridge and is a flawless rendition of the final four levels of the original R-Type arcade game.

As you would expect, things start off pretty tough and get even tougher, so unless you're a real whizz you'd be better advised to play R-Type I first, and by then you'll be desperate to get started on this sequel.

If you do finish the first installment, you're given a code which lets you start this one with the weapons and lives you finished with, just as if you were playing the arcade game.

OVERALL 94%

SHINOBI

PC ENGINE

The wrong's leaders here all had their kids kidnapped by terrifying terrorists, so they've sent the finest Shinobi troubleshooter to help out.

He has to trek across to The Wrong Side Of The Tracks, where the kids are being held, duffing up and chucking stinkuns at their captors. The arcade game wasn't too sophisticated, and neither is this conversion, but it is well presented and good fun to play.

Strangely enough, this version lacks the larger shuken throwing bonus game which features in many other versions. Luckily it isn't a significant detriment to the game as a whole, though.

OVERALL 82%

SIDE ARMS

PC ENGINE

Capscom's two player coin-op becomes a one-player CPC Engine cart, but that's about all it loses in the translation process. There are big weapons galore in this space shoot-out, not to mention lots of weird bonuses (the cow and strawberry bonuses are in their correct places, and even though it's a single-player conversion, the Alpha contains the ship for super firepower from its in there too).

It sure isn't the easiest of shoot 'em ups, but it's one of the clearest examples, and anyone who enjoyed the original enough to keep feeding it ten pence pieces should find it engaging.

OVERALL 85%



SIDE ARMS (CD-ROM) PC ENGINE

This is essentially the same as the card version reviewed above, but with the obvious addition of much enhanced music and slightly better graphics. However, its extra expense and the pauses while the game loads its next level from disk make this a slightly less attractive buy than the card version.

OVERALL 80%

SON SON II PC ENGINE

Remember the old Monkey T.V. series? This game is based on the same legend, and in it the hero of the piece, a monkey spirit armed with a magic quarterstaff, has to rescue his master from the clutches of a mysterious demon.

It's a Russian-style quest in which Son Son has to leap, pound, platform and climb ropes while landing off badly, derring with his staff or whatever weapons he is found along the way. There are a lot of games like this on the Engine, but the excellent graphics and varied action put this one slightly ahead of the rest of the pack.

OVERALL 78%

SPACE HARRIER PC ENGINE

Take a trip to the Fantasy Zone in this great conversion of Sega's 3D coin op. You play a bike with a jet pack and a laser who has to fly it across sticky scenery, blasting the beryllous out of the fleshy fiars and Neuns coming his way, then knock out the big nasty dragon at the end of each level. It's a fairly simple concept, but the speed of the game and the smart 3D graphics make this one a most enjoyable shoot 'em up, especially if you were ever hooked on the arcade game.

OVERALL 80%

SPACE INVADERS PLUS PC ENGINE

A lot of arcade nostalgia here, for our more elderly readers who remember the days when it was impossible to be more than 100 yards from a Space Invaders machine.

This cart, like Xevious reviewed below, has two Space Invaders games on it. One is the original, correct in EVERY detail (the upside-down letters on the alien screen and even the high-tech transparent sheets of coloured plastic are accurately simulated) and this is of nostalgic value only.

The real meat is the updated game, which features heavily beefed-up graphics, and a selection of really bloody weapons. While it proves fun for a while, modern day vid kids may well feel they'd rather be playing Quined.

OVERALL 78%

SPLATTER-HOUSE PC ENGINE

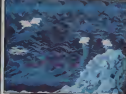
Get out your hockey mask and boiler suit and get ready for gore, gore!

This arcade conversion puts you in all sorts of nasty locations - haunted houses, ruined sewers and demonic churches - and challenges you to get the hell out. However, the indigenous zombies, spooks and possessed charmers waiting menaces would like you to stay, so you're going to have a fight on your hands. Luckily there are things like baseball bats, meat cleavers and shotguns available which ward off evil very nicely.

Splatterhouse is a terrific conversion of the coin-op, with tremendous graphics, ultra violent gameplay and good sounds too. A must-buy, for sure.

OVERALL 90%





SUPER DARIUS (CD-ROM)

PC ENGINE

This was originally an arcade game with three monitors placed side by side in the cabinet for an extra-wide playing area.

The PC Engine version doesn't seem to miss the other two screens, though, and on the whole it's a decent shoot 'em up, with smart graphics and nice sounds backing the action.

The only problem is that it's too difficult (even with the hidden difficulty level set at EASY!), mainly because it takes ages to build up any half-decent weapons. You may also be interested to know that a card version of Darius exists which is practically identical, even down to the music (which is nearly as good as the CD version, amazingly), though that's no excuse. One for hard laser-tune only.

OVERALL 80%

SUPER FOOLISH MAN

PC ENGINE

It's perform time again, in this rather average game in which you take control of a typically Japanese hero on a quest to right wrong.

The graphics and sound are pretty naff, and after a couple of sessions you quickly get bored. Give it a miss, unless you're after an average platform game for your PC Engine cartridge library.

OVERALL 46%



SUPER VOLLEYBALL PC ENGINE

It, in these cold winter days, you want to go to the beach and have a game of volleyball, why not shoot the life out. It's pretty challenging, with a variety of teams, a good control method and some pretty neat graphics.

Volleyball mightn't be everyone's cup of tea, but if you're a sports game fan after something a little different, you could do a lot worse than this.

OVERALL 78%

SUPER STAR SOLDIER

PC ENGINE

This shoot 'em up is Hudson Soft's sequel to the one and only Gunhed, and while it boasts slightly superior graphics, it doesn't quite match the original for capability.

The vertical-scrolling space blast gameplay is similar, and there are a variety of weapons to pick up but none of them are quite as pleasing as Gunhed's. That's not to say it's bad at all, though, and one thing it does have over Gunhed is a higher overall difficulty level, and the addition of two and five minute tournament competitions which are good fun.

OVERALL 89%

TALE OF THE MONSTERPATH

PC ENGINE

Take your wide-eyed little chappie on a trip across a country inhabited by nasty spirits and gnomes who plot wide-eyed little chappies at the top of their menus. Duffing up monsters or winning in the occasional chess game earns hard cash to spend on upgrading his scopy football spell into something a little more powerful - which comes in handy when he has to take on the end-of-level gnomes.

This is quite a neat little Ghosts 'n' Goblins-type shoot 'em up, but unfortunately there are sections of the game which rely on the player being able to read Japanese, and it's impossible to ignore these and still get on in the game. Only worth trying if you can get it cheaply.

OVERALL 60%

TAITO BIKE RACING PC ENGINE

This is another game based on a Japanese comic character, who apparently spends a lot of his time riding large motorcycles.

This is quite an involved simulation, and it has an extensive bike rally screen, and even features changing weather conditions on the course. The down side of this is that, just like the real thing, you have to drive a course against the clock to qualify for every race - and that gets a little tedious when you just want to start racing against the pack straight away.

The graphics are superbly detailed, and the game even uses slower colour-rendering to give the background a bit of subtle shading. Definitely one of the best seen on the Engine.

OVERALL 84%

TIGER HELI PC ENGINE

Take your helicopter into battle over land and sea in this souped-up version of an old up-the-scales arcade blast of the same name.

You man the game armed with rockets and a few short bombs, but collecting different coloured tokens provides three-way shot or homing bullets, and pick up the 'D' tokens to boost your shot power to enormous levels! This is another excellent Engine shoot 'em up, its slightly weapons being its most outstanding feature.

The graphics are slick, and the sound is good too (our version "Best PC Engine Sound Effect" goes to the film made by the helicopter on take-off). Definitely one of the top ten Engine blasts.

OVERALL 88%

TIGER ROAD PC ENGINE

Capcom's own-up gets the conversion treatment from Victor Musical Industries, the people behind the Legend of the Dragon, but don't take that as a recommendation.

Your Charat' beldy is an agile little chap who can leap platforms and swing his weapon with the best of 'em, but even his prodigious combat powers are of little use against the elite who attack from the safety of areas off-screen, or who knock him into bottomless pits while he is in mid-jump.

The game looks great, but it's just Frustracastville, really, so even fans of the arcade game may well find it an empty bumper.

OVERALL 40%



VARIS II PC ENGINE

We thought we'd better include this just in case some unsuspecting punters bought it. Varis II is a fantasy role playing game, but the only problem is that it's all in Japanese, so unless you can speak the lingo, you won't be able to play it.

OVERALL N/A

VOLFIED PC ENGINE

The arcade classic, Qix, was an unusual beast, and this may account for the fact that games of its ilk are rarely seen on home machines.

Volfied is a Qix look-alike rather than a Qix copy, as it features the same gameplay, but replaces such ancient enemies as the Square with fleetly spaceships or monsters (it varies from level to level).

As before, you just have to use your drawing cursor (or 'Volled' it's a little spacey) to draw lines and enclose bits of the screen, but don't let anything run into your line before it is completed or you lose a life.

It has all the addictive powers of the original game, and better graphics to boot, but the occasionally frustrating gameplay suggests it's probably not a game for the short tempered.

OVERALL 85%

VICTORY RUN PC ENGINE

The first road-racer to appear on the PC Engine, and still one of the best. Fit your shiny speedster out with some brass parts, gear boxes, etc, then drive it across Europe to Africa, trying not to crash too often on the way, so you can reach the next checkpoint in time.

The 3D is fast and convincing, and the other cars and lorries are nicely drawn, though sometimes the scenery is a little bland. However, the game demands a fair degree of driving skill, so if you're after a driving game this is worth taking out for a spin.

OVERALL 82%

VIGILANTE PC ENGINE

A real Madonna (that's Madonna you're girlfriend, not Madonna the millionaire singing jagger) has been kidnapped by those roughnecks from the other side of town, and instead of calling the police and getting them to take their heads, you've decided to take the bad guys on yourself! It's likely you took those self-defense courses at night school, because you'll need to punch, kick and leap your way out of trouble when the bad guys get on your trail, and remember to save some energy for the big guys at the end of each level!

This is an almost perfect for-god conversion of the yep! arcade beat 'em up, which beats most of its PC Engine competitors into a pulp. The only problem is the lack of levels, and the healthy supply of "Continue's", which make completing the game all too easy for an experienced street thug.

OVERALL 80%

WATARU PC ENGINE

Figger! heck - this is a tough game. What is it? Well, it's a platform game in which the player takes control of what looks like a traditional farmer's boy (complete with dungarees and a felt hat). There are loads of hazards to overcome, and in some sections of the horizontally scrolling landscape there are some really tricky areas which require good-perfect jumping.

Try it out if you're a platform fan after a big challenge.

OVERALL 78%



WINNING SHOT PC ENGINE

This is Hudson Soft's contribution to the PC Engine's selection of golf games, and pretty successful addition it is. Up to four people can compete in a match or a full eleven tournament across several tropical courses complete with trees, water and sand hazards.

The course is viewed from above, and you take your shot by selecting a club, putting spin on the ball, then setting the direction and strength of the shot. All the features of the sport are in there, so if you've always wanted to get out on the course but couldn't afford a set of clubs, this is a cheaper and less boring alternative.

OVERALL 75%

WONDERBOY III (CD-ROM) PC ENGINE

This conversion of the Sega coin op is probably the best of the currently available CD-ROM software. It shows little cutie-pony Wonderboy, on a mission to well, kill things, it seems.

To this end, he is armed with a magic sword which can be made to shoot lasers and deadly rings if he can catch the right power-ups.

The graphics are terrific, and the funky celtydd CD soundtracks are even better, and while the action is all surprisingly simplistic for a CD-ROM game, it's the playability that makes this better than the rest.

OVERALL 88%





WORLD COURT TENNIS

PC ENGINE

This is possibly the best tennis simulation on any computer (though GameLife Tennis comes close). If you have a joystick, up to four players can compete simultaneously in singles or doubles matches, and there's a tournament feature to make things even more competitive.

The game is very easy to get into and the action has a good feel to it, which is why it is such a playable game. There are a getting on a bit so it's been out of production for a while, but it's well worth seeking the small ads for.

OVERALL 90%

XEVIOUS

PC ENGINE

Xevious is a bit of a minor diversion as far as coin-operated games go, it was one of the first graphically pretty shoot 'em ups - but this card contains two versions of the game.

The first is almost a straight conversion, which plays just like the original, but looks surprisingly mediocre. The second is similar, but it has an entire flight plot and there are extra weapons to add to the standard dual laser gun and guided bombs.

It's a pretty basic shoot 'em up, and as they say, nostalgia isn't what it used to be, so this one is best left to the few who still remember all the hours of pleasure they had playing the original.

OVERALL 69%



VEIGUES

PC ENGINE

Become a large robot on roller skates! At least, that's what the main sprite in this game looks like. He's off on a roller-skating crusade across desolate cities, blasting away at any robots who stand in his way, and, well, that's about it.

This game has a fair few faults, not the least of which is the air of mystery as you try to work out what's going on. The robot isn't very manoeuvrable, so there seems to be no evading some of the enemy shots and consequently things get frustrating very quickly. There are bit-blasts in the end, so they say.

OVERALL 47%

YAKSA

PC ENGINE

At first sight this looks like an alternative Space Harrier, what with its 3D run-into-the-screen gameplay, but it only takes a few minutes to discover this is something worse.

In fact it's a sort of 3D platform beat 'em up, starring a man who appears to be wearing wind-resistant sky-diving trousers. The 3D platform bit just doesn't work, because the 3D is so ineffective that half the time you can't tell where you're meant to be jumping to.

Equally, the actual combat is pretty poor, especially using the completely useless sword, which is what you start with. It's an interesting idea but the programmers haven't been able to pull it off.

OVERALL 55%

GX 4000

BARBARIAN II

GX4000

Take control of either a sword-swinging Amazon, or an axe-wielding barbarian and hack and slash your way through four levels of flick-screen action and defeat the evil wizard who resides on the last level.

The graphics are simple, but brilliantly animated (some of the badies are utterly superb) and there are some great touches like the hero's head being bitten off by a giant dragon.

It's all great fun, and is highly recommended to arcade adventure fans who like a bit of violence.

OVERALL 88%

EPYX WORLD OF GAMES

GX4000

Four events make up this sports simulation: Biffing, swordplay, surfing and cliff diving. There are multiple player and practice modes which are available at the start of the game, and the events can be played singly or in any order.

While the graphics are first class, unfortunately they don't cover the fact that there's simply not enough games in this package. All the events are easy to complete, and gaining record scores is easy in just a few sittings.

Had there been more events, this would have come highly recommended. As it stands it's a below average game, which won't keep you occupied for more than a day or two.

OVERALL 49%

FIRE AND FORGET II

GX4000

When you read the scanline, Fire and Forget II sounds full of promise, with the player required to take to the road in a super-powered combat car and blow up everything in sight.

When you get to play it, though, you discover that the 3D update is rubbish, the car handling is atrocious, the graphics are terrible, the sound is feeble and the game itself is about as enjoyable as having six-inch nails banged into your kneecaps. It's just awful and should be



never ever seen the light of day.

By the way, Crazy Cars II, which we've seen a pre-view copy of, uses the same graphics system and plays in a very similar way, so you're advised to give that a miss, too.

OVERALL 28%

KLAX

GX4000

Klax is a strange sort of arcade puzzle game in which Klaxs of different colours roll down the screen on a conveyor belt and you've got to pack them up and drop them into a bin at the bottom of the screen in an attempt to make "klaxes" (ies of three similarly coloured tiles, either horizontally, vertically or diagonally).

If a complete line is made, all the klax disappear and the rest of the tiles fall downwards. If you fail to reach a set number of klaxes before the bin fills up with tiles it's game over. The game also ends if you let three tiles drop off the edge of the conveyor belt.

It's quite good fun, but the implementation of this version is disappointing. The tiles are badly drawn and animated, and the handling of the paddle is poor. And it's a shame that you can't enjoy the action, but really we can't recommend it to anyone else.

OVERALL 66%

NAVY SEALS

GX4000

Navy Seals is a combat game with action taking place over six levels, each based in an exotic location such as a harbour, barracks, and a radio tower. Each level involves sea jump, commando on its platform, crouch and crawl, as well as shoot, of course. The sea

to travel through the level, planting bombs and splintering Johnny Arak's Tornado all over the landscape with a little tough time limit. Right here are all you get, and the limit isn't huge when a SEAL dies, so there's no hanging around.

Lucky power-ups are liberally dispersed through the levels, usually in the form of weapon upgrades including machine guns and flame throwers.

Many SEALs features some brilliant graphics - the landscapes are nicely drawn and the animation is truly superb. However, the big problem is that the game is kind of frustratingly hard. Even though the game is always the same each time you play it (so it's just a case of entering exactly what to do in each situation) it's still amazingly tough, since you've got an incredibly tight time limit and your men die or lose virtually all their energy if they fall even short distances. It's a great shame that the playability hasn't been properly balanced, because with a few tweaks to the basic gameplay this could have been an absolute stunner. As it is, it's a very tough and frustrating game which only very, very experienced players will enjoy.

OVERALL 76%

OPERATION THUNDERBOLT GX4000

It's sharp shootin' time. An enemy force has invaded our homeland and have forced it to land deep inside Her country. There's only one thing to do - call the special commando to infiltrate the country, leap onto the plane and fly, and the passengers to safety.

The action is displayed using horizontally scrolling and 3D graphics, and the idea is to simply blast everything that gets in your way using a grenade to arm your gun.

It's very fast and furious, and sometimes the amount of enemy soldiers seems to be overwhelming. Still, if you stick with it, there's plenty to keep a player happy and getting through all six levels takes some doing.

The graphics and sound are a little disappointing, but the pulse pounding action more than makes up for it. Check it out if you're after a fast and challenging game.

OVERALL 80%

PANG GX4000

Busting bubbles may not sound like the most exciting of pastimes, but when you're a professional globe-trotting bubble blower, it's all you can think of. And that's what you've got to do in Pang, a conversion of the wacky Marvel comic op.

You (plus a friend, if playing in simultaneous two-player mode) have to travel the world, see the sights, and blast the heck out of loads of bubbles with your

truly harpoon gun before they bounce you into the middle of next week! It's not as easy as you might think once a bubble is shot, it splits into two smaller bubbles, each of which splits in two even smaller ones!

The odds aren't all against you - as some bubbles release power-ups which give you a better chance to clear the screen. Once all the bubbles are disposed of, it's on to the next part of the world, with even more bubbles!

Pang is one of those incredibly simple, but amazingly addictive games which once you start playing you just can't stop. Combining detailed and smooth moving graphics with irresistible gameplay, it's both challenging and enormously enjoyable. Bubble busting doesn't sound particularly thrilling, but the action is fast and gets incredibly hectic, especially if you accidentally pick up the dynamite and end up with a screen full of manically bouncing mini-bubbles! On later levels key foods make life difficult, and the bubbles move faster and faster - requiring much psychic jiggling and reflex-testing! Pang is easily the best GX4000 life yet seen, and is an absolute must-have if you've got such a machine.

OVERALL 93%

ROBOCOP II GX4000

Take control of the metallic lawman and guide him through scrolling platform levels, two puzzle screens and an Operation Wolf style shoot out section in the

Although Robocop II features some decent graphics there are some very annoying gameplay features which will have you moaning screaming with frustration. The collision detection is very dodgy - Robo often dies when it seems that he's well clear of a deadly obstacle, and he also has a habit of falling through holes in the floor when he turns around too close to them. Another annoying feature is that some harmful objects are so well blended into the backgrounds you don't actually realise they're deadly until you've walked into them. Again! It's a shame that these features are present, because they let down the excellent puzzle and shoot out screens. Robo cop II offers a considerable challenge which only hard-core gamers will get the most from.

OVERALL 78%

SWITCHBLADE GX4000

Although Switchblade doesn't look too exciting, it's one of the best platform games around.

The aim of the game is to guide your kicking and punching hero through the tick-screen landscape, doing battle with anything that gets in your way and picking up any power-up you manage to uncover.

There are loads of hidden screens, and a huge landscape which is just dying to be mapped. It's tough, but very, very rewarding indeed, and is highly recommended to all GX4000 owners.

OVERALL 92%

GAMEBOY

ALLEYWAY GAMEBOY

Alleyway is the Gameboy version of that most aged of shoot-'em-up pincoons: the brick-smashing game Breakout. A couple of years ago there was a lot of a Breakout revival in the form of *Arkanoid*, which introduced pick-ups and different screens into the proceedings.

This version, however, is a step back and features no extra weapons at all. As a consequence, it quickly gets boring as you bat the ball around the screen.

The lack of variety quickly leads to boredom, and the game is also incredibly easy, so even if by some strange reason you enjoy this action, it won't keep you entertained for long.

OVERALL 27%

BASEBALL GAMEBOY

Gameboy baseball plays a tough and challenging version of the sport, and is nicely presented too. The controls are simple enough to allow a novice to get into the action, but the computer opponents are tough and have an irritating habit of scoring home runs just when they're most needed.

With its two-player link-up option and addictive gameplay, Baseball is recommended to sports fans on the move.

OVERALL 75%

BATMAN GAMEBOY

The Dark Knight has the Gameboy in this superb platform game. It's rather the Super MarioLand with extra weapons, with Batman running and leaping over a corn-plated platform environment attempting to avoid and blast the numerous badies with his batarang, or any other extra weapon he manages to grab hold of.

At the end of each level is a gauntlet who's developed to progress to the next level. The further you get, obviously the tougher it gets - and it really does get tricky on later levels, especially when you finally meet the Joker.

With small, but nicely detailed graphics and excellent sound, Batman is one of the most addictive Gameboy games around. Highly recommended.

OVERALL 91%

BEACH VOLLEYBALL GAMEBOY

Beach Volleyball is a frustratingly difficult console version of the sport where two teams of two battle on the beaches and attempt to rack up the most points.

As we've already said, it's frustratingly difficult, and takes quite a while to master the timing required to hit the ball back across the net, so be prepared to lose in the short term. Once you get into the action, it's quite good fun, but doesn't really have the appeal of Tennis or Baseball.

Try it out if you're a Volleyball fan.

OVERALL 64%

CASTLEVANIA GAMEBOY

Take control of Simon, a whip-wielding hero and bat, your way through four large scrolling platform level stages.

As you can imagine, there are plenty of hazards to make life difficult, and these come in a variety of supernatural forms, including bats, zombies, and skeletons. It's certainly tough going, and slightly frustrating as you always seem to get just back into when you die.

The graphics are really good, with small, but superbly detailed sprites and great backdrops. The gameplay is addictive and keeps you going for quite a while, but is prepared for some enjoyment, because there are some really hidden surprises that don't make themselves apparent until it's too late to do anything about them.

OVERALL 79%

DOUBLE DRAGON GAMEBOY

When your girlfriend is kidnapped by a gang of evil kung fu hooligans, there's only one thing for it. Grab your special kung fu trousers and travel into their territory to get her back.

The rescue mission is fraught with danger, and gang

GOLF GAMEBOY

One of the only Gameboy games with a battery-backed RAM, this simulation allows you to play a round of 18 hazard-packed holes.

The control method is easy to use, and the all very simple to get into. But the holes get progressively more tricky as you play through the game and there's a strict par which you have got to try and meet.

There's plenty of lasting appeal in this one, and the battery-backed save option means that you can return to a game even when the cartridge has been taken out of the machine!

When you consider that some cruddy "exclusive" LCD golf games cost over £50.00, this superb golf simulation makes them look very, very poor indeed - you could buy a new Gameboy and Golf for that price! Head less to say, if you're a golf fan, make sure that you get this.

OVERALL 88%

HYPER LODERUNNER GAMEBOY

Pardon games don't come any better than this!

Based on the old Bodekland title, this game has you guiding your man around badde-packed solvers with the aim of picking up all the gold booty lying around the place. When they've all been collected, a red dot is dropped down from the top of the screen so you can escape.

The first screen is difficult, and from there on it gets harder. Some levels seem almost impossible to complete, but there's always a way - but can you find it before frustration levels go through the roof?

If you enjoy a really tough challenge, this is highly recommended. Normal players, however, might find themselves wanting to smash the cartridge up after a couple of goes!

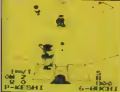
OVERALL 71%

LAST BATTLE GAMEBOY

Unlike the Megadrive game of the same name, Last Battle is a one-on-one duel, aim up in which the player battles a variety of different opponents.

It's quite fun at first, but the problem is that the moves are limited and the opponents are fairly easy to beat. The game provides some fun for a while, but really the action is just too dull to keep you entertained for very long.

OVERALL 52%



fighters attack every step of the way. Fortunately you're familiar with martial arts combat, so you can give them a good kicking. But sometimes their numbers are almost overwhelming.

With great graphics and sound, Double Dragon is an excellent run-escape of the classic arcade game. Featuring all the original's thrills and spills. There's even a two-player link up option for simultaneous vigilante antics!

A must for beat 'em up fans.

OVERALL 88%

FLIPPUL GAMEBOY

The arcade puzzle game is better known in the UK as Potting. It's a strange sort of game in which you control a bird who must clear the screen of a pile of differently patterned blocks by singing similarly patterned blocks at (or another) to make them disappear.

It's tricky to explain, and even looks weird when you first start playing. But once you've got your head around the concept it's pretty addictive stuff, which quickly gets pretty even bogging.

Flippul is a highly original puzzle game which is recommended to people who like to use their brains rather than their joystick.

OVERALL 83%

GHOST BUSTERS II GAMEBOY

The Ghostbusters have certainly got their work cut out. These Spooks are taking over New York and they've got to save the day by neutralising the supernatural threat in six different levels.

With humorous graphics and some quite decent uses, Ghostbusters II manages to both entertain and challenge with six different missions to test your brains and reflexes. Well worth taking a look at.

OVERALL 81%

MAKAIMURA GAIDEN GAMEBOY

If you see a game of this name, don't get it. Instead go for *Gargoyles Quest*, which is an Anglicised version of the game.

It star, you as a cute little gargoyle who romps around the scrolling platform landscape avoiding the intentions of the badness and attempting to beat the evil creature who lurks on the final screen.

This game is far from easy, and some pretty good game-playing skills are required to make your way around the unforgiving environment. It is at very addictive and should be checked out by hardened platform fans.

OVERALL 80%

MASTER KARATEKA GAMEBOY

A Princess has been kidnapped by an evil shogun, and you're the knight in a shining kung fu outfit who's going to rescue her.

The mission involves making your way deep into the shogun's castle. It's patrolled by his army of foot soldiers, so be prepared for plenty of battles. There are also hazards in the form of falling swords - so keep an eye out for 'em.

If you manage to make your way through to the centre of the castle, you get to tackle the shogun himself, and if you beat him, the Princess can be rescued!

Featuring excellent, beautifully animated graphics and atmospheric sound, *Master Karateka* is an enjoyable and addictive beat 'em up which will have you glued to your Gameboy until the batteries run out.

OVERALL 87%

MICKEY MOUSE GAMEBOY

Poor old Mickey's stuck in a nasty platform world where everyone's out to get him. The only thing he can do is try and escape, which means heading to the exit of each room.

The path to the exit is never straightforward, and there's much backsliding in evidence as he attempts to work his way around each platform and ladder screen.

It's simple, but it's still pretty good fun, and there's a password system which lets you carry on from where you left off. Try it out if you're into mice.

OVERALL 72%

MOTOCROSS GAMEBOY

Motocross has never been any wadder than in this of mixed biking game. The object is simple enough - just ride across the horizontally scrolling landscape and reach the end before the timer reaches zero. Sound easy? Of course, it's not!

There are all sorts of hazards to ride your bike over and loads of jumps and loops to negotiate. If you fall off previous time is wasted, and since on later levels you spend most of the time flat on your back, this is by no means simple.

But even though it's tricky, it's good fun - especially against a computer opponent - and provides plenty of amusement for a while.

OVERALL 76%

NAVY BLUE GAMEBOY

Navy Blue is a console version of the old gangli and paper game Battleships, and as such it's a bit redundant. After all, for the price of the cartridge you could go out and buy tons of paper and a gold-plated propelling pencil and play the game as much as you like.

Still, if you're a battleship fan, the computer is as good as any human opponent, and there's even a link-up option if you've got a friend who's also mad keen on the game.

OVERALL 61%

NEMESIS GAMEBOY

Konami's *Nemesis* soon got appeared in 1985 and was the first ever horizontally scrolling shoot 'em up to feature power-up weapons. Now it's appeared on the Gameboy, and while the programmers have taken a few liberties with the original game, it plays very much like a reversed out miniature version of the arcade machine.

There are five levels in all, each which has a big guardian lurking at the end. It's simply a case of blasting everything that gets in your way, picking up the score



and selecting any of the power-up weapons that are available - after speed-up, missile, three-way, laser, nuke and shield.

The graphics are quite nicely drawn, and the action is clear and easy to see. It's not simple, and shoot 'em up fans should really get into the action. Go for it!

OVERALL 88%

NFL FOOTBALL GAMEBOY

Several Party eight Had The golden comes to the Superbowl together with all its interruptions and commercial rules. Play the computer - or a friend with the Game Link - and choose any of the NFL teams that grab your fancy.

After take off, the running back has to get as far upfield as possible until the opposition knocks him down. Then offensive plays are chosen in an attempt to gain 10 yards in four plays, which isn't as easy as it sounds. Mainly while on defense, the task in hand is to prevent the other team from making their first down - and so their possession. Points and field goals are also available.

When you look at the screen shots, this looks great, but once you see the cropped cutbacks from a Lowry filming blurring their way around the screen like slugs, you don't get put off. And when the action gets hectic, you end up with a wretched mass of pixels which you can make head nor tail of. Gone it a miss.

OVERALL 33%

OTHELLO GAMEBOY

Othello is an ancient game of logic and cunning in which you attempt to turn over your opponent's pieces so they match your ones. It is much simpler to try than chess, but just as much skill is required to become a master - and some of the computer opponents are pretty tricky too. There is also a two player option which is much more fun.

Although it mightn't look or sound it, Othello is an addictive and enjoyable game which you'll go back to time and time again.

OVERALL 89%

PACHINKO TIME GAMEBOY

Based on the Japanese ball-bearing games that are incredibly popular in the Land of the Rising Sun, Pachinko time suffers from the 'unless you can speak Japanese you won't get anywhere in this game' blues.

There's loads of text to decipher, and you can't get anywhere without knowing what's being said. So unless you can speak the language, don't buy it!

OVERALL N/A

PAPERBOY GAMEBOY

Reading a book in America's heartland isn't so easy as it sounds. In fact it's downright lethal: dogs, burglar cars and, would you believe it, ghosts conspire to make your delivery route as hazardous as possible. But the papers have to get through to the subscribers, and the inside of the comic-op contains all the features of the original. Steer your blue post the hazards to avoid the snag.

Bonus points can be gained by smashing the win streak of non-subscribers, and entire boxes of tabloids are scattered around to help the unfortunate delivery boy.

The trouble with this game is that it is far too silly. You need to get your eyeballs out on plates to work out who are subscribers and who aren't, especially with the ultra blurry scrolling. Couple that with the rubbish bike controls and you've got a game that soon loses its appeal - even comic-op fans will be disappointed.

OVERALL 67%

PINBALL GAMEBOY

Pinball features a three-screen high flick screen table which is complete with bumpers, flippers, drop targets and even habanero bonus wheel! It's pretty tricky to play, but the ball movement is so realistic you find your self tilting your Gameboy around to try and influence where the ball goes! It is a jolly fun and should go down well with the pinball addicts amongst us.

OVERALL 79%

POPEYE GAMEBOY

A conversion of the ancient Asian coin op, Popeye has all the features of the original machine squeezed down to fit inside a Gameboy.

It basically involves you taking the role of Popeye and attempting to catch the things that Olive Oyl throws down from the top of the screen. Bluto and a wicked witch attempt to make life difficult, so much so that you end up on the platform environment in the order of the day.

There are four different screens in all, and while it's entertaining in the short term, it hasn't got the lasting appeal to keep you playing for weeks.

OVERALL 68%

PUZZLE BOY GAMEBOY

This is a thoroughly enjoyable block-shifting puzzle game, marred only by the fact that its multitude of options (played as an overwhelming number of drop-down menus) are all in Japanese, so you never really know what's going on. The game will be available soon (in American import, so if you're interested in it, make sure you buy the English language version).

OVERALL 79%

QUARTH GAMEBOY

Konami released a very similar arcade game to this last year. It's called Block Hole and involves you shooting small squares at unseen blocks that drop slowly down the screen. If enough squares are shot at the blocks to make it a regular shape, it disappears. However, fail to do that before a block touches the bottom of the screen and it's game over.

Looking like a prize between Tetris and Space Invaders, Quarth is an enjoyable and addictive title game which offers plenty of challenge and lasting appeal. Try it out if you're after something different.

OVERALL 90%

QIX GAMEBOY

Alex's rather surreal Qix coin-op was a mini-sensation when it appeared in the arcades way back in 1982. It's a sort of doodling game where you have to make squares which automatically fill in, and in this fashion cover more than 75% of the screen.

Making life difficult is the Qix, a bundle of energy that randomly moves around the screen. If it touches a square before it's formed, you lose a life. There are also spikes which try and track you down by following the lines you draw. Again, if they touch you, a life is lost.

Qix is a very strange game, but is nevertheless addictive. It'll had been animated rather like PC Engine. Volled it would have been a real stunner. As it stands it's just an entertaining game which has plenty of long-lasting appeal.

OVERALL 81%

SHANGHAI GAMEBOY

A rather one of those ancient oriental games, Shanghai is a sort of patience game played with tiles. There's a huge pile on these things, and you've got to remove matching pairs of them and completely clear the table. It might sound easy, but it's not, because you can

only remove tiles horizontally, and quite often pairs are covered by other tiles.

Shanghai is one of those games that doesn't look very impressive, but keeps you coming back regularly game after game. It's really therapeutic, and is a great way to relax your brain after a hard day's work.

OVERALL 90%

SOCCER BOY GAMEBOY

Oh dear! The one and only soccer game on the Gameboy, and it's absolutely dreadful. Swollen-headed footballers meander around the screen attempting to kick a football that looks like it's filled with sand into badly drawn goals.

The horribly lousy graphics look as though they were drawn by a mentally deficient child, and the gameplay is utterly dreadful, mostly down to the fact that the control method is dire, and that half the time you can see what's happening on screen.

Even if you're the biggest football fan in the universe, don't get this. You'll be better off giving your money to charity rather than wasting it on this dross.

OVERALL 16%

SOKO BAN GAMEBOY

This strange puzzle game involves the player moving boxes around store rooms. The object is to move all boxes onto the areas marked with an X, but this is made difficult by the fact that the boxes can only be pushed, and that the store rooms are such weird shapes that it's very easy to get into a situation where it's impossible to complete the screen.

It doesn't sound exciting, and indeed it isn't, but the action is absorbing nonetheless, and puzzle fans should relish the considerable challenge.

OVERALL 78%

SOLAR STRIKER GAMEBOY

Hiem, a shoot 'em up. Would you be shocked to learn that aliens have invaded Earth, and that you and your souped-up ship are the world's only hope? You wouldn't? Well, neither were we. Solar Striker is a vertically scrolling shoot 'em up complete with power ups and dozens of unpleasant ET's who can't wait to be vanquished.

Control is simple enough, with fire and movement being your only options as you make your way to the next level. The obligatory bosses appear at the end of each level, with their own form of attack.

After a couple of goes this soon becomes typing. It's bright, but there are no real surprises to keep you going long.

OVERALL 69%

SPACE

INVADERS GAMEBOY

Space Invaders, the Granddaddy of all modern arcade games, appears on the Gameboy and looks exactly the same as it did when it first appeared in 1977.

Lines of invaders slowly glide their way down the screen, moving faster and faster as their ranks are thinned by your single shot cannon. It's all very simple, but it's quite good fun - for a while. The problem is that it looks rather simple these days, and there's very little variety in the gameplay. If you want to reminisce, do so; if it means that those moves used to today's blasting (and might become bored very quickly.

OVERALL 73%

SPIDERMAN GAMEBOY

The world's fiercest web-slinger is back in town - and I enjoy his wife, Mary Jane, has been kidnapped by his nemesis, and he's got to rescue her! This means leaping through hordes of bad guys to the head honcho (each level: Mysterio, the Green Goblin, and the Scorpion are among these).

The stages vary in their layout, the first is a surprisingly scrolling fight through an alleyway, the second a chase up the side of a building. Spidey can jump, punch, kick, crouch, and swing from webs, as well as use them to keep the enemy at a distance.

Spiderman is a thoroughly enjoyable beat 'em up, which has some amazing graphics and plenty of variety. Must be well played everywhere.

OVERALL 85%

SUPER MARIO

LAND GAMEBOY

Whether it's a funny thing - ask Michael Fish, Storms, hurricanes, and heat waves occur with no real cause but it's a lot worse in Sarasaland, where the clouds bring the arrival of Tatanga, a monster who has taken over the place. He even wants to marry Princess Daisy! Needless to say, Mario is none too charmed at this prospect, and it's your job to guide him as he attempts to free the land and rescue the princess.

If you've played any of the Mario games (and who hasn't) then this game will hold no surprises. The player guides the hero through the lands, collecting bonuses and making enemies do his work. Super Coins, stars, and coins are among the goodies to be had.

Although the brilliant game doesn't take long to finish the game, but there's loads of secret things to uncover if you do. A must-buy for platform fans everywhere.

OVERALL 90%

TEENAGE

MUTANT NINJA

TURTLES GAMEBOY

Those heroes in a half-shell kick butt on the Gameboy in this scrolling beat 'em up gem excellence. The Shredder is on the loose once again and it's up to the green clan to go and get him out.

This player has the four turtles at his disposal, which basically means you have four lives, and you've got to hack and slash your way through an army of badies and confront and beat the Shredder.

Sounds like fun to you? It most certainly is, with plenty of action and some great graphics to drool over. Turtle fans are bound to go bonkers over this, so shell out before it sells out.

OVERALL 90%

TENNIS

Whoo! The atmosphere, the starvelines, the total look. Tennis on the NES is faithfully reproduced on the Game Boy with all the options: four levels of difficulty, smash and lob, and even two players (via the Y-link link).

Learning how to serve well is crucial, as is knowing when to lob or smash. It's easy to get cocky and try to stand at the net and volley (but be warned - the computer player is no pushover).

Easily the best Tennis game available on any system, this is challenging, addictive, and lets you play virtually any shot you could normally do with a racket. Highly recommended.

OVERALL 86%

TETRIS GAMEBOY

Fred with the UK version of the Gameboy, this puzzle game is absolutely terrific and unbelievably addictive. It's incredibly easy to get into, requiring the player to fit together different-shaped blocks that fall down the screen and form lines, which disappear. If the blocks round up and touch the top of the screen, the game ends, so as long as you keep making lines you're alright. As the game progresses the blocks fall faster and faster making it very difficult indeed.

With a two player link up and a huge variety of different play options, this is one of the best puzzle games you'll ever truly play.

OVERALL 95%

LYNX

BLUE LIGHTNING LYNX

The Lynx is an answer to Afterburner comes in the form of this 3D shoot 'em up in which you fly a high-tech fighter through nine levels of shoot 'em up action.

The plane is fully equipped with a limited number of homing missiles, which lock onto aerial or ground targets, and an unlimited supply of gunfire. Each mission has an objective - such as destroy certain installations or blast a target - and you can find out only when this has been achieved.

Enemy resistance to your attack is pretty stiff, so a large amount of dodging and weaving is the order of the day as you evade missiles and enemy planes which try their best to shoot you down.

Blue Lightning is a stunning-looking game, with its credible 3D. However, the fact that there are only nine missions and that they're very easy to complete results in boredom after a very short time.

A good example of the Lynx's amazing capabilities, but not a good game.

OVERALL 66%

CHIP'S CHALLENGE LYNX

Puzzle your way through 144 different screens in this brain-teasing mini-boggler. It's all a case of escaping the current screen you're in by skillfully manipulating any objects present to allow Chip to reach the exit.

There are bombs, water traps, fire walls and invisible walls in the form of hazards to overcome, and also nasty bugs roving around which are just dying to get their teeth into Chip. Put all those together with a constantly increasing time limit and you've got a game which re-curses you to get your brain in gear - and fast.

Puzzle game fans are bound to love this. However, those who don't like constantly being stopped by tricky puzzles might find themselves getting irritated very quickly by this tricky little teaser - give it a go if you think your brain can stand it.

OVERALL 75%

ELECTROCOP LYNX

The President's daughter has been kidnapped and is being held inside a huge complex which is infested

with manic robots out to destroy any intruder. There's only one person who can save the day - and that's ElectroCop, a super robo-copster!

The action is displayed in 2D, but ElectroCop can also run 'into' and 'out' of the screen. The game is played over a grid time limit, and it's up to the player to work out the codes to the complex doors and find the President's daughter before the time limit expires - or he gets destroyed by a robot.

It's a very tough game indeed, but it's very rewarding and is well worth persevering with. The graphics are excellent, and there's a nice touch when you log into the complex's main computer - make sure you check out its games directory - and you'll see what we mean!

OVERALL 90%

GATES OF ZENDOCON LYNX

Gates of Zendocon is a horizontally scrolling shoot 'em up in which you have to blast a trail through 50 different levels. There are three different power-up weapons to collect (some sound, homing missile and extra firepower) and you've also got a shield which protects you for a couple of hits.

The graphics are very impressive, with lots of amazing sprites and some great effects. The gameplay is addictive and challenging (on the hard level), and there's a useful password system to let you return again when you're left off.

It is a shame there aren't more power-up weapons, as this would have turned this into something rather special. As it stands it's still very good and a hearty recommendation to shoot 'em up fans.

OVERALL 84%

GAUNTLET III LYNX

Guide your hero through deep, badde-infested dungeons in this enhanced version of the classic arcade game. Like the original, the game is viewed from an overhead isometric viewpoint, and you've simply got to head to the exit to complete the screen.

However, running 60 your parade is an army of disgusting baddies, ranging from blobs to ghosts and mutant frogs, which are out to knock down your health total - so blast them before they get you.

To help you along there are a huge variety of pick-up goodies, including health giving food and a range of spells which give you things like temporary invisibility and regeneration.

It's a tough and challenging game, and features some great graphics and many neat little features. If you're a Lynx owner looking for something to keep you occupied, for some considerable time - give this a go.

OVERALL 90%

KLAX LYNX

Like how Lynx Klax is an absolute replica of the original. It looks up with perfect graphics and even more perfect speech!

It's a strange sort of arcade puzzle game in which tiles of different colours roll down the screen on a conveyor belt and you've got to push them up and drop them into a hole at the bottom of the screen in an attempt to make "klaxes" - lines of three similarly coloured tiles, either horizontally, vertically or diagonally.

If a complete line is made, all the tiles disappear and ten of the tiles fall downwards. If you fail to reach a set number of klaxes before the box fills up with tiles it's game over. The game also ends if you let three tiles drop off the edge of the conveyor belt.

If you think that sounds dull, think again. The game is simple, but very, very addictive indeed. It's got a variety of starting options, and there's much to discover. It's possible to score 260,000 on one drop (but we're not telling you how!)

Highly recommended - it's the best Lynx game yet!

OVERALL 93%

MS PACMAN LYNX

Pacman's trouble and strife hit the Lynx in this simple, but addictive maze game which hit big in the arcades nearly eight years ago.

Each single screen is a maze filled with dots, and you've got to eat all the dots before the four ghosts hunt you down and destroy you. Eek! But fear not, for there are four power pills lurking in the maze which when eaten make the ghosts go all blue for a limited period of time and you can eat them for bonus points.

Even though it's quite small on-screen, Ms PacMan is perfectly formed, and has all the thrills and spills of the original. The lack of variety is a bit of a bummer, but if you're after a bit of nostalgia, this is well worth looking at. It won't keep you occupied for weeks, but it offers a fun and non-violent challenge which will appeal to anyone.

OVERALL 79%

ROADBLASTERS LYNX

Burn up the highways of the future and blast anything that gets in your way in this 3D coin-op conversion. The mission yours to conquer you to travel down 50 different hazard-packed roads. Sounds easy, but there are two things to worry about - fuel and other road users. Fuel constantly ticks down, and unless you reach

the checkpoint at the halfway mark, your car burns out and it's game over. This is fairly easy if you don't crash, but the multitude of other road users make it difficult and if you do crash, fuel is wasted, making it tricky to reach that marker. So make sure you dodge or destroy them with your turret-mounted machine guns.

Roadblasters is a challenging game and is technically superb, with stunning graphics and great speech. But the small screen makes it very difficult to actually see other cars approaching, and as a consequence it does get frustrating. It's fun, but the high frustration levels forces us to recommend that you try before you buy.

OVERALL 76%

SLIME WORLD LYNX

Slime World is a superb exploration game which looks bland initially, but once you get into the action, it grabs you and it's difficult to stop playing.

The player takes the role of a rather cute little character for whose job it is to enter the six levels of the mysterious, lonely scrolling Slime Worlds and clear it of all the bad guys. It's an aptly named place, with slime dripping from the ceiling, lying in pools on the floor and being sent from the mouths of the rather revolting inhabitants.

If the hero gets particularly badly injured, just walk him over to a pool of water and he can wash himself. If you don't, and he gets over-stressed, he dies.

With a variety of pick-up weapons, a huge environment to explore and some great puzzles to solve, Slime World is a thoroughly enjoyable and highly original game with plenty of long-lasting appeal. Check it out.

OVERALL 90%

XENOPHOBE LYNX

Xenophobia, the three player coin-op never really made it big in the arcades, mostly due to its confusing and rather bland gameplay. But on the Lynx it's been single playerised and tweaked to turn it into a fun little game.

The idea is to enter a number of space stations and destroy the aliens who've invaded it. The screen scrolls horizontally as you walk your way around each level and much gun-fodder and dodging is required if you're to do your job.

The graphics and sound are both excellent, and the gameplay is challenging and addictive. Not an essential purchase by any means, but nevertheless a fun game which offers plenty of entertainment.

OVERALL 79%



MEGA DRIVE - £129.95

MEGA DRIVE + GAME £159.99
(Dynamite Duo, Burning Force
Arrow, Flash)

JAPANESE/ENGLISH CONVERTER
£19.95

SEGA JOYSTICK PAD
£14.95

CONVERTER/ENGLISH SPEAKER
£34.95

MEGA DRIVE MAGAZINE (JAP)
£6.99

XMAS SPECIAL ENTER THE WORLD OF CONSOLES



SUPER FAMICOM
CALL

NEO-GEO (PAL) - £389.99

NEO-GEO (SCART) - £359.99

MEGA DRIVE GAMES (contd)

| | |
|---------------------------|--------|
| CELTIC v LAKERS | £34.95 |
| NEW ZEALAND STORY | £34.95 |
| AFTER BURNER II | £31.95 |
| SUPER REAL BASKETBALL .. | £31.95 |
| SUPER MONADO G.P. PAL ... | £35.99 |
| RINGSIDE ANGEL | CALL |
| WONDERBOY 3 | CALL |
| SUPER AIRWOLF | CALL |
| CRUISER | CALL |
| DARBUS II | CALL |
| ATOMIC ROBO KID | CALL |

MEGA-DRIVE GAMES

| | |
|---------------------------|--------|
| STRIDER | £35.95 |
| PATMAN | £33.95 |
| AXIS | £32.95 |
| BURNING FORCE | £29.95 |
| HELL PIPE | £32.95 |
| ARROW FLASH | £31.95 |
| SHADOW DANCER | £34.95 |
| ESSENT CYBER POLICE | £33.95 |
| CYBERBALL | £31.95 |
| D.J. BOY | £31.95 |
| MICKEY MOUSE | £29.95 |
| DYNAMITE DUKE | £31.95 |
| GOLDEN AXE | £30.95 |
| RAINBOW ISLAND | £35.95 |
| INSPECTOR X | £31.95 |
| JOHN MADDEN'S FOOTBALL .. | £39.95 |

FAMICOM GAMES

| | |
|---------------------------|------|
| SUPER MARIO BROTHER | CALL |
| FINAL FIGHT | CALL |
| R TYPE 2 | CALL |
| F 0 | CALL |
| DARBUS | CALL |

RING FOR NEW TITLES*

**TRADE
INQUIRIES
WELCOME**

**OPEN
7 DAYS
9 - 7pm**



101 College Ave
Gillingham
Kent ME7 5HZ
Tel (0634) 577396

VISITOR'S WELCOME - RING FOR AN APPOINTMENT

NINTENDO

AIRWOLF NINTENDO

Take control of Stingliffite Hawk's as seen on TV attack helicopter, and zip around the skies, fleshing enemy helicopters and jet fighters before they trash you.

There's not a great deal to this game, but the graphics and sound are pretty competent and the game play, though not particularly original, should prove enjoyable if you were a fan of the excitingly destructive TV show. If you're just in the market for a shoot 'em up, Tough Life Force is still tops.

OVERALL 75%



BASEBALL NINTENDO

One of the most popular sports of the United States has the NES? The game is pretty simple. Two teams are competing for the right run and take turns at catching the ball so far as they can (and may be even getting a home run) and running around four bases or alternatively fielding (and hopefully catching some of the occasional bunts).

All of the fun and excitement of Baseball is here, but unfortunately Nintendo Baseball has a number of faults (the graphics department). The actual pace of the game is relatively slow and a tad uninspiring. Also the graphics are rather murky and don't really capture the atmosphere of a real baseball match. Baseball isn't bad, but could've been a lot better.

OVERALL 60%



BALLOON FIGHT NINTENDO

The aim of Balloon Fight is simplicity itself. Scoring games play similar to the classic Joust arcade game it's your job to fly around the screen descending on enemy sprites and bursting their balloons. When this happens they fall down the screen and disappear into the water whereupon they're eaten by a hungry fish. Sounds pretty simple, huh? Well, you're wrong! There are a pair of balloons attached to your posterior and you must make sure that no cunning enemy descends on you and gives you a peckly grope, thus sending you to your doom!

Balloon Fight isn't bad at all especially in two-player mode, but even the inclusion of a bonus screen doesn't stop the action getting a bit dull after a few games. This is a shame really considering that the graphics are quite jolly with a nice cute style.

OVERALL 74%

BATMAN NINTENDO

The Joker is causing trouble in Gotham City and there's only one body-slacking wearer who is super hero enough to stop him: the Batman! He has to make five platform-fried areas of Gotham, eliminating 15 types of badie and five bosses in his search for the ultimate grinning evil.

This is one of the new breed of Nintendo carts which features a graphics booster chip and it makes apart evident in the superb sprites and sizzle-looking backdrops very reminiscent of the movies. There are 20 levels to beat, and though the initial difficulty level is set quite high, the gameplay is addictive enough to keep you coming back time and time again. A first class cart that deserves to be in any Nintendo owner's collection.

OVERALL 92%

BIONIC COMMANDO

NINTENDO

Sgt. Joe Cock, the star of *Commando* (Capcom's arcade hit of yesterday) has been captured behind enemy lines - and only the Bionic Commando can save him! The digital mayhem is displayed via an eight-way scrolling landscape, mainly consisting of some very nice scenery and platforms. There's loads of enemy troops on the look out for misreading commandos - and all of them are crack shots with their zap guns. Add to that the inhospitable territory and the sheer vastness of the enemy's bases and installations, and the chance of survival is not very good at all.

Add-ons have been made to the coin-op's gameplay that turn *Bionic Commando* into an arcade ad-captain, rather than a simple blast, which isn't quite so much fun as the original. However, there's a lot of action to get through, and it's pretty tough right from the start so skilled players after a real challenge should certainly get their money's worth.

OVERALL 81%

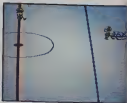
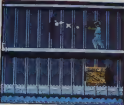
BLACK MANTA

NINTENDO

A mysterious bunch of criminals made plans have kidnaped a load of kids for some reason, and your mission in this game is to take on the Black Manta part of you after a go. Black Manta, and rescue them. Manta has a variety of super powers at his command, and he's armed with shuriken which are just the thing for taking out any gun-toting criminals.

The story is told very well in short, informative screens, but unfortunately the actual game graphics aren't up to scratch and the sprites and animation are particularly dull. That's a shame because the gameplay is varied and pretty good fun too.

OVERALL 80%



BLADES OF STEEL

NINTENDO

In spite of the title, this isn't an ice RPG, but an unusual simulation of ice hockey. It's unusual insofar as it leaves nothing out, not even the in-fish punch-ups which are a big portion of this real sport! There are three ten minute rounds of plant the puck in the opposition's net action, but this is interrupted when fights break out and you have to control one of your team in a mini beat 'em up!

Multiple skill levels and different options keep things interesting for solo players, but the excitement is at times marred with two players at the controls. An excellent sports game which is an hockey not fans will appreciate.

OVERALL 85%

BUBBLE BOBBLE

NINTENDO

Bob and Rob have been transformed into bubble blowing dinosaurs, and to get back to human form they have to hunt down and conquer 'Baron von Bubble', who is at the far end of 100 screens of platforming and cute monsters! Luckily, the kids can harness the beasts by capturing them in bubbles then popping them to turn them into fiery bonus points.

It looks cute and cuddly, but by stage 30 things get very tough indeed, though fortunately there's a pass word system to let softy shades go back to later levels. With one player this is lame, but with two people playing Bob and Rob, this game is unbeatable fun. The graphics are superb (although they get a bit flickery when there are loads of bubbles floating around) and the soundtracks are really catchy. A thoroughly addictive coin op conversion.

OVERALL 89%

CASTLEVANIA NINTENDO

Simon Belmont is on the trail of monsters, but more specifically, vampires, or even more specifically, the top vamp they call Dracula. The game itself takes the form of a vast platform adventure set inside Drac's castle which Simon has to explore, punishing any unready supernatural types he comes across with his trusty whip.

Though the graphics and sound aren't particularly stunning compared with more recent releases, the walking-whip action is quite absorbing, especially when you have to start looking for the hidden bonus items. Simon's Quest is the sequel, and is more adventurous in its gameplay, making that a rather more interesting game.

OVERALL 80%

CLU-CLU LAND NINTENDO

One of Nintendo's early efforts, Clu Clu Land is a sort of Pac-Man clone set in grids of dots. However, unlike in Pac-Man, the idea in Clu-Clu Land is to direct your fish (7) between the dots, and thus reveal lines which make up a sort of Cobras-on-the-dots picture. Once the whole thing has been revealed it's on to the next level, where a different picture awaits discovery. Enemy spiders are out in force to stop the fish (see art) lower as beyond.

The simplistic fun offered by Clu-Clu Land will keep you occupied for quite a while, but neither the graphics or the sound are particularly amazing, and once you've got used to the simplistic game concept, there isn't really that much that'll bring you back to the NES for more.

OVERALL 62%



COBRA TRIANGLE NINTENDO

Take the wheel of your Cobra class speedboat and race your way through 36 stages of isometric 3D scrolling fun. Taking place on a pretty river, it's your job to complete each challenge the game throws at you (there's a different one for each stage), collecting power-ups and extras on the way. These give you the likes of turbo, extra speed and increased fire power.

Cobra Triangle has it all. Great graphics, decent sound, but above all amazing playability. Your speedboat is a joy to control and handles well with realistic inertia. The gameplay itself is varied and very addictive, and with a different challenge for each level, there's lots to keep you going. Another classic from Namco that simply deserves to end up in your collection.

OVERALL 94%

DONKEY KONG NINTENDO

Poor old Mario. A huge gorilla has appeared on the scene and made off with his girlfriend. Being the heroic plumber that he is, Mario decides to rescue his sweet heart by climbing four screens of platforms, dodging the barrels that Kong throws at him by performing a rather impressive jump. But watch out! Barrels of oil produce fireballs which mercilessly harm in our hero!

Donkey Kong isn't a bad coin-op conversion, but the original isn't as years old and four screens of inadequate action simply isn't enough to warrant the price tag. It isn't a completely awful game, it's just there's not enough in it to sustain interest.

OVERALL 45%



DONKEY KONG JUNIOR

NINTENDO

What a stinker! After Mario's heroic escapades in *Donkey Kong*, his game and rightfully imprisoned the over-sized gorilla (hee! Oh well, not so worry because Donkey Kong is a perturbed son that needs a dose of vengeance against Mario and has decided to bust his way out of jail. Across four screens of jungle-based platform action, Junior tries to climb vines and avoid his father in pursuit of his father's freedom.

Just like it's predecessor, *Donkey Kong Jr.* isn't a bad conversion with a bit more variety than the original name. It's just that the arcade original is so good that it makes you wonder why Nintendo bothered to convert it. Four screens' worth of action just isn't enough to give the player value for money.

OVERALL 46%

DOUBLE DRAGON

NINTENDO

Oh no! Your girlfriend has been kidnapped by a mean and nasty criminal organization! It's time to call in your old mate and reform the old Double Dragon partner ship and take on the might of the organization. A number of moves are available to our violence-proned chums including punches, kicks, and other moves as specially designed to inflict maximum pain followed by death.

Graphically speaking, the Nintendo version of Double Dragon isn't bad, although the sprites are a tad on the small side. The backgrounds aren't totally inspiring either. In all, it has to be said that the NES version of Double Dragon isn't bad, but the sequel is a better purchase.

OVERALL 75%

DOUBLE DRAGON II

NINTENDO

Your girlfriend has just been mercilessly gunned down by a gang of villains. There's only one thing to do—call your friend and go and avenge her death. This sequel to the Teenage comic-op includes all the features of the original Double Dragon—the heroes can punch, kick, do spin kicks and even get their enemies in a jungle field, but the landscape and the character sprites are far bigger and more detailed, and there is a much wider variety of enemies to bash.

Although Double Dragon II looks a bit rough around the edges—the scrolling is jerky and the sprites flicker



when things get busy, it's great fun to play. The multitude of baddies, to bash and the sheer variety of backdrops and weapons make this one stand head and shoulders above most Nintendo beat 'em ups. The game is at its most enjoyable when two people are playing as a team but even with a single player, Double Dragon is a highly entertaining game. Unless you have the first game in the series (which is very similar) you'd do well to check this out.

OVERALL 84%

DUCK HUNT

NINTENDO

There's not much you can say about this game. Just off your Zapper gun and plug the cart in and you'll be controlled by wave upon wave of ducks, just waiting to be shot with the Nintendo equivalent of the 45 Magnum. And aim. That's about it.

The graphics are quite cute, but simply bashing cute little ducks with your photon firearm isn't really keep you on the Nintendo for long. Once you've got over the simplistic gameplay, there isn't much compulsion to come back for more.

OVERALL 57%

EXCITEBIKE

NINTENDO

Yee-ho! Get your feathers on and get ready to burn down one of the bumpier motorcycle race tracks in history! There are loads of courses in this game, and you'll have to learn them all if you want to stand a chance of outpacing the computer riders, and seeing a second time to boot.

The horizontal track scrolling is very nippy, providing a good feel of speed, but Excitebike's sprites are noticeably static and the sound is a bit tedious either. However, these inadequacies only serve to make the whole game more of a laugh, and the challenge doesn't wear off for ages either. Well worth a try.

OVERALL 84%

FESTER'S QUEST

NINTENDO

Remember The Addams Family? You know, the scary Americanist-com about a bunch of horrible people, right? Well, the NES cart attempts to emulate the mad cap capers of the flap-headed Uncle Fester, in a one-man campaign to stamp out an alien menace that has suddenly landed in his back garden.

What this generally entails is an eight-way scroll around, blasting anything alien that gets in Fester's way with a variety of comically extravagant weapons. The graphics are silly and functional, but the sound is ace with a groovy soundtrack of The Addams Family tunes. The gameplay, though, verges on the tedious after only a few minutes play and although there is a lot to explore the limited nature of the game means that Fester's Quest will soon be relegated to the shelves where it belongs.

OVERALL 58%

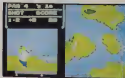
GHOSTS 'N' GOBLINS

NINTENDO

St. Arthur was among the pioneering company of his Princess when suddenly an evil devil kidnapped her! Pressing only to don his shiny armour and pick up his magical javalins, Arthur begins a quest that'll take him through seven levels of horizontally scrolling excitement using a variety of weapons to blast the minions of Satan. At the end of each level, a guardian has to be defeated before a key is released that'll send Arthur into the next level.

Nintendo Ghosts 'N' Goblins manages to retain all of the features of the registered coin op, but unfortunately the conversion fails for a number of reasons. Firstly the graphics and sounds are vastly inferior to the coin-operated. Secondly, the thing is too fiddly (and! This is mainly due to dodgy response and the fact that the undead seem to arise too quickly, pulverising Arthur before he's had the chance to react). It is this type of frustration that really seals the game's doom. Leave this well alone.

OVERALL 55%



GOLF

NINTENDO

As far as Golf games go, this Nintendo effort offers no surprises. Simply take your golfer around the video course, select your club, judge your shot and try to get as close to the green as possible. Then it's out with the putter to finish off the hole by putting the ball into the hole. Very clever players (make that very lucky players) may be able to get a hole in one!

Graphically Golf isn't exactly spectacular, the visuals are more functional than decorative, and the sounds can be said for the same. However, it is the playability that's important and this cart offers a fairly mean game of golf. Some of the holes are very difficult, if you're a NES owner getting fanatic, you could do a lot worse than checking out this offering.

OVERALL 76%

GRADIUS

NINTENDO

Better known as Nemesis, this horizontally scrolling shoot 'em up arcade would be NES classics to take their Warp Rooter lighter up against the might of an alien empire. Along the way, phits (em) aggression that also is the bonuses with the aid of power up pods. The first of which include speed-ups, shields and extra lives! At five levels of the coin op have been included, along with a variety of secret bonuses and weapons.

Gradius is great fun to play and ranks as one of the greatest blasts available for the Nintendo along with its sequel, Life Force. Need lots to say, if you're an NES lover, death fanatic, then seek out Gradius immediately!

OVERALL 90%



GUIDE

GUMSHOE NINTENDO

Play a private eye team with lanky and trench-coat'd in the platform crime buster. Gumshoe has to cross numerous levels, which at times look not unlike those in Super Mario Bros (he's to track down the villain of the piece, but of course the way is blocked by dozens of criminal duties out to get our hero).

This Zapper gun game has excellent graphics and some pretty fun-to-backing the action, but when it comes down to it, it's not the most addictive game in the world. If you're keen to exercise your light pistol skills, though, this is a good game to try.

OVERALL 68%

GUNSMOKE NINTENDO

There's some no good outlaws in town, and you been the sheriff in all. It's up to you to put 'em behind bars. As you march up the screen all sorts of mean folk then dive out of their hideouts and take pot-shots at you, or draw your six-guns and fill 'em full o' lead before they send you to Boot Hill. Shoot barrels and you'll be rewarded either extra ammo, some pretty handy shooter' items, speedy bolts or even a super-speedy horse!

Although cowboy games are unusual, the coin-oper version of this shoot 'em up was a bit too mediocre to ever really be a major hit. However, compared to many Nintendo titles, this one is actually pretty good, with a fair bit of shooting action to keep you going, and decent graphics and sound to boost the enjoyability that be for this. Must be seen, especially if you're after a change from the usual spaceage fare.

OVERALL 79%

HOGAN'S ALLEY NINTENDO

Play in the Zapper gun, and get ready to pump some serious full of photons. This larger-shooting game takes you all over and of a shooting range, with criminal run-outs spinning around at the other end. Just shoot them as fast and as accurately as possible to score points, but be careful not to let them escape boundaries.



Though this is graphically quite solid, the actual gameplay is very limited and most of the game's enjoyment seems to be exhausted after ten minutes or so. However, it does have the novelty of being a Zapper gun game on its side, so you'll probably find yourself returning to it for a quick shoot-out when you can't be bothered to play anything else.

OVERALL 60%

ICE CLIMBER NINTENDO

Ice Climber is a pretty basic game, the object being to control your axmen to the top of each vertically scrolling level. Unfortunately things are complicated by the a devil of arctic enemy forces, whose exploits (purport) in life is to make you fall off the bottom of the screen whereupon you'll meet with a horrible form of life being down.

Ice Climber was one of the very first Nintendo games released—and it shows. The gameplay is laughably simple and although entertaining for a while (especially in two player mode), the lack of variety substitutes any added qualities the game may possess.

OVERALL 58%

IKARI WARRIORS NINTENDO

Paul and Vince are two soldiers with a mission. Armed with just their machine guns and a stash of gre nades, their job is to go behind enemy lines and blow anything and everything in their careless pursuit to bring the light of justice to all things evil. The vertically scrolling shoot 'em up action caters for two players (just like the SHK coin op) and all the features of the coin op (like jumping into tanks and blasting away) have been included.

It's a pity really, because this Nintendo conversion fails in one or two key aspects. Firstly, the graphics aren't quite up to scratch, featuring poor scrolling and ill-defined sprites. The sound isn't much better either, with a weedy attempt at the coin op's tunes and effects. The playability isn't quite as robust as the arcade original either. The pace is far too slow and the controls are slow response. Even if the coin op had you waiting your party with uncontrollable excitement, would this rapid conversion?

OVERALL 48%

KID ICARUS NINTENDO

In every platform game there is one game! Kid Icarus tags out an army of badies who are just dying to slip its wings.

It's pretty good fun, but the graphics are rather dated, and when you look at some of the more modern platform games around, this doesn't compare too well.

OVERALL 68%

★★★★★☆☆☆☆☆

KUNG-FU NINTENDO

The game begins in its a conversion of that ageing Gate Quest coin op. Kung Fu Master (remember that?). There's plenty of chop socky fun to be squeezed in this conversion as our hero, Thouser, slides along a horizontally scrolling corridor using his kung fu skills to dispatch any unlovely enemies that stand between him and rescuing his girlfriend.

There are four levels of baddie bashing included in this Nintendo translation and although this may not sound like much, be warned! The gameplay is incredibly difficult in places, but not impossible and the package as a whole is quite addictive. Kung Fu suffers slightly from lack of finesse and variety, but beat 'em tactics would take a peak.

OVERALL 78%

★★★★★☆☆☆☆☆

LIFE FORCE NINTENDO

Like arcade players will recognise this as a conversion of the Konami shoot 'em up Salamander, which was the sequel to Nemesis (or Gradius as it was called on the Nintendo). In many respects (extra weapons and save format) this is similar to Gradius, but it alternates its sideways scrolling levels with upwards scrolling ones, and you can double your firepower by getting two players going on screen simultaneously.

It's not just the smart scenery and amazing aliens that set Life Force apart from other Nintendo blasts. That's probably down to the fact that two players can set the endgame right with a superb array of powerful weapons, inflicting more destruction than ever before on the NES. Any alien fan would have to be off his rocker to miss out on this.

OVERALL 92%

★★★★★☆☆☆☆☆



LEGEND OF ZELDA NINTENDO

Nearly old Ganon has pilfered all the bits of the magic Triforce throwing the land of Hyrule into chaos. Luckily, brave Link has volunteered to track down Ganon's secret palaces and retrieve the stolen magical goodies. The realm's roads are riddled with Ganon's rude ruffians, but Link is a resourceful chap and if he looks hard enough, he's bound to find some magical weapons and handy ingenuities to help him out.

This was Nintendo's first RPG, but its simple format makes it far more accessible than most games of this type. Of course, there's a smattering of brainwork involved (working out how to kill certain monsters or where to find the object which opens up secret doors, for example), but for the most part, success is down to Gauntlet-style arcade skills. Another ingenuerity was the battery in the cartridge, which lets you save positions very handy with such a vast game. This game should provide hours of enjoyment for a nobody, so even though it's one of the more expensive carts, it's well worth a try.

OVERALL 86%

★★★★★☆☆☆☆☆

MACH RIDER NINTENDO

Don't sit around the house all day! Patch up your helmet, climb on your bike and get out on the open road where there's destruction to be done! That was the general idea in this early Road Blasters clone, in which you have to drive your motorcycle down numerous dirt chutes of highway, stepping any of the other aggressive drivers who get in your way.

The official NES Road Blasters conversion isn't really up to much but this clone is even worse. The graphics are badly defined and garish, and the gameplay is equally lousy, simply because it's so dull. A few minutes on the road is all it takes before you're hoping a turnoff will appear which leads to the relative excitement of Milton Keynes. Not recommended.

OVERALL 36%

★★★★★☆☆☆☆☆



MARIO BROTHERS NINTENDO

The first game in the Mario series puts Mario and Luigi in a factory where they are trying to do an honest day's work like the honest Plumbers they are. Unfortunately, they're being constantly harassed by an assortment of pesky creatures who keep crawling out of the plumbing and onto the platforms where the boys are working. To rid the masses of the turtles, snails, bees and fly women, Mario and Luigi (this is a one or two player game) have to run around punching the gnomes under the covers to knock them on their backs, and then jump up to the same level and boot them off-screen. As time progresses, the beasts become more numerous, faster and tougher to topple.

It is a very simple game, and though the graphics are nice, there is not much variety at all, so if you're playing in single player mode the realizer thinks only really come in the later levels when everything gets really frantic. However, in two player mode this is loads of fun, because you can choose to play as a team or compete frantically (using your 60 player's head as a trampoline every once in a while).

OVERALL 83%



MEGAMAN NINTENDO

The evil Dr. Wily has created six terrifying robots with which he plans to conquer the world. Enter Dr. Light with his own creation, Mega Man! This strutting super-hero can run, jump, and blast those machines with his Mega Cannon! It is down to this new robotic hero to go through six levels of incredibly addictive sporting platform action. Each level is guarded by a terrifying robotic end-of-level boss.

Mega Man is one of the most difficult, and yet still rewarding platform games available for the NES with a great variety of sprites and backdrops. Although the overall is superior, Mega Man still ranks as a great game that more than deserves a place in your NES collection.

OVERALL 92%



METAL GEAR NINTENDO

Become a hard fighting soldier on a mission to demolish the enemy's military supercomputer which is coming up with better strategies than your own command. Unfortunately, the game starts with you miles away from it on the other side of a vast army base, so you just have to shoot your way through waves of enemy troops while ducking into supply rooms to restock your energy and ammunition levels.

Nice graphics and ultra-violent gameplay make this an interesting game to play, but only for a while. It turns out to be more of a giant maze game than a shoot 'em up, and the unchanging scenery of tanks and buildings makes one screen look pretty much like another. Not a game to put high on your shopping list.

OVERALL 52%

... ..

METROID NINTENDO

The villain of the Captain M TV show, Mother Brain, has taken up on the planet Metroid where she's plotting the destruction of the universe for something. You take control of a robotic soldier, who has to infiltrate her platform-packed base (laid away at the aliens inside pick up items and equipment and solve a lot of testing puzzles on the way to the Mother Brain's nerve center).

It may sound like nothing out of the ordinary, but the plot is in fact a very cleverly put-together game with lots of unusual features to keep things interesting and smart graphics too. Be warned, though: It isn't an easy game by any standard, but there is a useful power-up system which lets you start the game where you left off with the same equipment. Deliriously one of the best arcade adventures on the NES. Try it and see.

OVERALL 80%



MIKE TYSON'S PUNCH-OUT!!!

NINTENDO

Get in that boxing ring and lay into ten of the meanest, nastiest baddies in the history of video boxing, including a digital version of "Iron" Mike Tyson himself! Each of the boppers has their own special set of strategies and special moves - and in this game they'll do anything to win!

The action is displayed in behind-the-boxer 3D and features some of the most impressive sprites yet seen in a Nintendo game. Couple this game's good looks with its dynamic playability and it all adds up to what remains the greatest boxing game yet seen on any home system. Needless to say, make sure you add this gem to your collection.

OVERALL 94%

PAPERBOY

NINTENDO

Take on the mantle of the Paperboy and ride the early morning streets on your BMX delivering out the Daily Sun to all your subscribers. The action is displayed in forced comicbook 3D as the Paperboy rides along the street avoiding the likes of maniac unicyclists, bank robbers, robbers and rampaging rabid dogs! But what these evil menes don't realize is that the Daily Sun newspaper has special anesthetic powers and one well aimed shot stops anything in its path. After the day's paper delivery ends, it's off to the BMX course for a few well earned bonus points.

Unfortunately, NES Paperboy ranks as one the worst Nintendo coin-op conversions available. The sprays are simply laughable, grotesque colour schemes and blockiness are the order of the day here and the sound isn't much better. The playability is inviolated by a complete unresponsive bike and pathetic collision detection. Avoid.

OVERALL 43%



PINBALL NINTENDO

This imaginative title is perfectly suited to an equally imaginative game of pinball. Shoot your ball bearing into play then spring it off bumpers and drop targets to earn stacks of points, keeping it in play with the flippers at the foot of the "table". No surprises there, eh?

This is a real Nintendo classic, and since it was released the standards of computer pinball emulators have risen immeasurably, and our score is. Here's a stunning NES conversion of Williams' Pinbot table. However if you really can't wait for a pinball game, this one isn't too bad. All the table features seem to work, the ball movement is realistic (strange gravitational fields are often a problem in computer pinball games) and the sound effects are fine. Don't expect it to impress your friends, not to keep you occupied for hours on end though.

OVERALL 65%

POPEYE

NINTENDO

This NES game is a conversion of the Popeye coin-op that appeared in arcades during the early eighties. The gameplay is remarkably simple. In order to prove his undying love for Olive Oyl, our speech gutting sailor has to run around a platform screen poking up beams that Olive is chucking down the screen. But watch out! The evil Bluto and the similarly berated Sea Hag are doing everything in their power to make Popeye's life that bit harder.

This conversion is a good translation of the original coin-op, but it's the coin-op's simplicity that severely limits Popeye's powers of latability. It'll keep you busy for a while, but unfortunately, the novelty soon wears off.

OVERALL 67%

PRO WRESTLING NINTENDO

Put on those laughable multi-colored trunks and those mean, black stomping boots and enter the wrestling ring in this NES conversion of America's favourite grappling sport. There's a variety of huge, bulk-rig wrestlers to overcome and a choice selection of the most common wrestling moves to do the job with.

Unfortunately, Pro Wrestling isn't quite as exciting as the real sport. The graphics are laughable with pathetic sprites and background visuals, and the sound isn't really any better either, sporting very weak spot effects. Our advice is to go for the new Tecmo World Wrestling. It's got better graphics, better sound and a huge amount of moves on offer.

OVERALL 45%

RAD RACER NINTENDO

Real 3D dimensional driving thrills, without the need for expensive electronic speed! That's just one of the features offered by this splendid road racing game. The 3D is provided by those extremely low-tech cardboard spectacles with the red and blue lenses, but the effect is accessible. However, for long-term play you're best off switching to 2D mode. The game has eight lengthy tracks to test your driving skills and plenty of hard-driving opponents keen to bush you off on the straights.

This is a few years old now, and surprisingly it's still the only Out Run-style game available on the NES. Actually, any new one would have a hard time beating *Rad Racer* in the playability stakes. The smart 3D graphics make the race good and play good, so if driving games are your bag, this is a must.

OVERALL 80%

RC PRO-AM NINTENDO

Yet another Nintendo classic from Rare (those cheapies who used to release unbelievable Spacey games in the early eighties). This effort transports the player to a series of 3D forced perspective tracks where you can drive either a Jeep, truck or even a staged-up dune buggy! During the race you can fire off bombs (get rid of opposing players behind you) or missiles (does the same job for racers in front of you). There's also plenty of pick-ups in the form of extra speed and a mission for your weapon systems.

The combination of Rare's amazing programming talents with a real-hot game design makes *RC Pro-Am* one of the most playable NES titles around. With the graphics and sound are spot-on and there's plenty of action to keep you going for a long time. *RC Pro-Am* ranks as one of the best racing games available for the hunter-go. Go for it!

OVERALL 90%

ROAD BLASTERS NINTENDO

Taking a trip to Sunset Strip is no picnic.

In this game, there are 50 roadways to be covered, and they're all piled high with mines, toxic waste, and gun placements. And then there are the psycho cars and motorcycles which are also out to get you. To reach each checkpoint you'll need to blast any opposition off the road, either with your banner-mounted cannon or one of the special weapons which drop out of passing jets. You'll need to pick up fuel gloves along the way too, be careful if you run out of gas it's GAME OVER.

If you were a fan of arcade Road Blasters (this conver-

sion are fairly well reproduced, but it certainly doesn't play the same. It's just far too easy, and any competent player should get to the end after only a few games). Once completed, Road Blasters doesn't have much to test you back for more.

OVERALL 48%

ROBOCOP NINTENDO

Robocop is set in the future, and the city of Detroit is caught in the grip of a crime wave the likes of which have never been seen before. The game is essentially multi-level horizontally scrolling platform affair, with various weapons and energy relics, and loads of bad guys to blast into oblivion! Every so often you need to get your targeting system recalibrated, so it's off to the firing range, to test your skills on some poor defenceless civilian outcasts.

Unfortunately, *Robocop* is an incredible disappointment. Not only are the graphics very flickery and dull, *Robocop*'s animation is truly awful and the backgrounds are very drab indeed. But the sound is also dire. The controls are sluggish and the gameplay is very repetitive. Had there been more variety, *Robocop* might have been fun, but as it stands it quickly gets boring. Considering the all action movie, a lot more should have been made of this.

OVERALL 60%

ROBO WARRIOR NINTENDO

Henry the robot commander has been dumped on the surface of a distant planet with the express order to get rid of the nasty aliens that live there. His progress is hampered by dense forests (which he has to demolish with time bombs), rivers (which he has to wade through in protective boots) and dark regions (which require illumination with high tech candles). All these essential equities are limited, though and Henry has to constantly hunt for more equipment.

Unfortunately, this hunting for equipment business is a constant delatation which gets to be a bit of a pain in the bony because it makes any progress very slow. The game's most interesting feature is the hunting around in secret rooms, but even that gets a bit tedious when there's so little variation between sectors.

OVERALL 59%



RUSH 'N' ATTACK

NINTENDO

Obviously known (in Britain at least) as Green Beret, this great anti-apocalypse war, a rough soldier-type who is all about on a mission to rescue some kidAs from behind enemy lines. Initiate hostile army camps, docks and airbases and cross minefields with only your trusty rifle to protect you from incoming trigger happy troops. If you strike the right guys, though, you can bump up your own blast radius with a bazooka or flame the peer.

Though this is a fairly simplistic (and, aim up, no sense too violence makes it quite a compulsive game to play and in that respect it is accurate to its open up parent. The graphics and sound are adequate rather than outstanding, but they do the job, and help make this a bloody enjoyable rough house romp.

OVERALL 83%

RECOMMENDED FOR: 10-12-13-14-15-16-17-18-19-20-21-22-23-24-25-26-27-28-29-30-31-32-33-34-35-36-37-38-39-40-41-42-43-44-45-46-47-48-49-50-51-52-53-54-55-56-57-58-59-60-61-62-63-64-65-66-67-68-69-70-71-72-73-74-75-76-77-78-79-80-81-82-83-84-85-86-87-88-89-90-91-92-93-94-95-96-97-98-99-100

RYGAR

NINTENDO

A conversion of an old console gem up, this game puts you in the buckskin boots of hairy life Rygar the Barbarian. He's off on a quest to lay over some nasty wound and a can a blight over the land and increased every body a hell lot by unpayable amounts. Not only that, but he'll eat all sorts of nasty demons out of the Underworld and they're getting much bigger and stronger all over the map. Armed with whatever weapons he can pick up along the way, Rygar has to do away with all these fiendish creatures on the road to liberating a girl.

The arcade game was a bit of a non-event, really, being lost in the crowd of barbarian games. On the NES though it doesn't have such stiff competition, and it turns out to be against the best of them. The graphics are very okay and the gameplay is fairly interesting, thanks to the nice weapons, but on the whole, Rygar is possibly only worth buying if you remember enjoying the coin op.

OVERALL 70%

RECOMMENDED FOR: 10-11-12-13-14-15-16-17-18-19-20-21-22-23-24-25-26-27-28-29-30-31-32-33-34-35-36-37-38-39-40-41-42-43-44-45-46-47-48-49-50-51-52-53-54-55-56-57-58-59-60-61-62-63-64-65-66-67-68-69-70-71-72-73-74-75-76-77-78-79-80-81-82-83-84-85-86-87-88-89-90-91-92-93-94-95-96-97-98-99-100

SECTION Z

NINTENDO

If you've ever wished for a Side Arms type game for the NES, this is probably the nearest thing to it (though don't take that as a recommendation). There are plenty of nice space aliens to destroy as you scroll through the many levels of interplanetary void, and a few low extra weapons to pick up too.

Unfortunately the game is severely lacking in excitement just because it is so repetitive, and there is hardly any opportunity to get down to some serious blasting because even the extra weapons are a bit wacky. To make matters worse, the action is slow and it takes in the extreme a few minutes' play so all it takes to turn a



and mannered, clean cut player into a scolding violent lunatic. Save your sanity, and your money.

OVERALL 46%

RECOMMENDED FOR: 10-11-12-13-14-15-16-17-18-19-20-21-22-23-24-25-26-27-28-29-30-31-32-33-34-35-36-37-38-39-40-41-42-43-44-45-46-47-48-49-50-51-52-53-54-55-56-57-58-59-60-61-62-63-64-65-66-67-68-69-70-71-72-73-74-75-76-77-78-79-80-81-82-83-84-85-86-87-88-89-90-91-92-93-94-95-96-97-98-99-100

720 DEGREES

NINTENDO

This is a conversion of the old Atari coin op, which puts you in the expensive trainers of a skateboarding fellow who is spending his holidays surfing around the city's sidewalks and skate parks. To progress through the game he has a limited amount of time to complete in four skateboarding competitions. If he does well, he wins medals and cash to buy better pads, boards, shoes and helmets, because the better your gear, the better your on-screen persona performs. Don't spend too long messing about on the roads, though, because if all four events aren't completed within a time limit, a swarm of deadly bees starts chasing you around town until you get Landscape (who produced the Ingo Paderby and Rued Blesers conversions) are also responsible for the game, but unlike the others, this is a top quality translation of the coin op. Decent graphics and nice gameplay make this a quality cart which lovers of the original or of skateboarding in general would do well to get hold of.

OVERALL 84%

RECOMMENDED FOR: 10-11-12-13-14-15-16-17-18-19-20-21-22-23-24-25-26-27-28-29-30-31-32-33-34-35-36-37-38-39-40-41-42-43-44-45-46-47-48-49-50-51-52-53-54-55-56-57-58-59-60-61-62-63-64-65-66-67-68-69-70-71-72-73-74-75-76-77-78-79-80-81-82-83-84-85-86-87-88-89-90-91-92-93-94-95-96-97-98-99-100

SILENT SERVICE

NINTENDO

Take on the Arkan sweater of a WW2 US submarine captain on a mission to track down convoys in the Pacific and sink them while avoiding the destroyers that guard them. This being a full emulation, it includes periscope, bridge map and sonar views of the hunt and the game options allow you to practice sub-driving or go straight into the war zone for night attacks, surface raids and air and mouse actions with the depth charge carrying destroyers.

This sort of game isn't the usual NES fare, but it should only take a couple of games for the average Nintendo player to get well into the action, and the excitement and tension of the chase is quite addictive. The multitude of difficulty options gives the game plenty of lasting appeal and help hold your interest. Maybe a hard shoot 'em up lane wouldn't get off on it, but if you're after something a little different, Silent Service is well worth looking at.

OVERALL 87%

GUIDE

SIMON'S QUEST NINTENDO

This sequel to Castlevania starts that same whip-wielding warrior, Simon Belmont, on the trail of that same undead blood-sucker, Dracula. Once again, Drac is threatening to turn the world's population into mindless slaves and his supernatural minions are causing terror and anarchy among the populace. Simon and his whip are off again to crush the evil ghoul, but this time they can call on the help of local civilians, who might be able to provide some clues to his whereabouts, or even some magic goodies which will prove useful along the way.

On the surface, Simon's Quest isn't much more than an extended version of the original with a few additions to the gameplay, leaving you to feel that the original was pretty good, so the follow-up can only be even better. There's not a lot of variety, but if you're a pace adventure fan, you should find the gloomy atmosphere most interesting.

OVERALL 85%

SKATE OR DIE NINTENDO

Prove your skateboarding abilities to the owner of the Patch in Asphalt Skateboard Shoppe, Rodney Redneck, who, along with his mate, rules the ruling road around these parts. Skate or Die is divided into five different sections, the downhill race, freestyle on a half pipe, a street jam where you fight an opponent, half pipe high jump and pool jump where you battle other players.

Once you've got over the hurdle of the tricky control method, Skate or Die has plenty of skateboarding licks on wheels on offer. The sports are great, with plenty of cool touches, just watch your men get chopped into little pieces when he skates into a chain-link fence, for example. The events are pretty varied and all apart from the high jump (which requires heavy-duty button-bashing to succeed) are fun to play. Check it out if you're into skateboarding.

OVERALL 82%



SOCCER NINTENDO

This is one of the earlier Nintendo games, and so it's not one of the most technically outstanding ones. However, you don't really need super fancy hardware to make a decent football game, and Nintendo Soccer is the proof. There are a variety of teams to play against and you can get them to play at one of five skill levels, so if you don't fancy that you can play against another person.

Beyond that there's not much to tell, it's just a game of football with throw-ins and corners (but no fouls). The action is a little slow, and the graphics are only adequate but it plays quite well and that's what counts.

OVERALL 83%

SOLAR JETMAN NINTENDO

After many years of adventure and excitement Jetman has been reduced to working as a space garbage collector. But when he arrives at his first planet of call he finds a piece of the legendary Golden Warpship. The other components of the valuable ship are strewn across the surfaces of the other planets, so Jetman has to "jet" at each one, putting down the Warpship bits, maybe some add-ons for his own vessel, and enough fuel to get him to the next planet.

The action is very similar to the old space-op Glaxion but there's much more to Solar Jetman. The gameplay is made very tough by the fact that you have to consider the planet you're heading for, as you have to avoid crashing, and it's even more dangerous when you've got a green hue of space garbage in tow. Each planet is huge and the graphics are great, with lots of neat special effects and the sound is similarly excellent. Put all those factors together and you've got a simply brilliant Nintendo title, which is an essential part of your collection.

OVERALL 95%

SOLOMON'S KEY

NINTENDO

Dana the explorer is trapped in King Solomon's mines with no hope of rescue, so he'll have to get himself through the pillars and temples all on his own. Each one of 44 networks of platforms with a door and a key. To get out Dana has to collect the key then make it to the door collecting any bonus objects or rescuing the odd fairy. Dana also has the magical ability to create or destroy stone platforms, which comes in handy for building bridges or trapping nasty creatures.

This is an excellent conversion of the Data East coin op which is one of the best arcade puzzle games out there. The graphics in Solomon's May remind I was any age, but the way each screen is structured is devilish fromming, and they all require a fair bit of clever thinking at the player's peril too. If you're after some mental stimulation from your Nintendo this has got to be some stealer like shopping for

OVERALL 83%

SPY VS SPY

NINTENDO

Those dirty rotten scoundrels of MAD magazine have been Nintendoed and appear in eight rascally worlds of NES espionage terror. A selection of top secret items have been stationed around a secret base and the spies have to get in there, retrieve them even find the door which opens onto an anteroom where he can catch a plane to HQ. The trouble is, the spies are sworn enemies, and whenever they're in the same room they always end up beating each other up with clubs. The rest of the time they're playing booby traps in the filing cabinets or on the doors, ready to zap their opponent.

Spy vs Spy is one of the finest two player games ever just because of the vast potential for playing super-madly tricks on your computer or better still human opponent. Spy vs Spy might not have the best graphics and sound in the world, but if you have another gamer at hand willing to play you, this is a must.

OVERALL 84%



SUPER MARIO BROTHERS

NINTENDO

Originally this was the game Nintendo gave away free with the machine, and what a terrific littlebie! It starts Mario and his brother Luigi, who have to get through eight weird worlds, breaking (literally) with all sorts of cute and nasty creatures. Both characters are gifted with a prodigious jumping ability, which comes in handy because to reach the end of each stage they have to jump around platforms floating in mid-air. Additionally, there are hidden bonuses to be found by jumping up and breaking some of the blocks.

Whether or not it's the bonus hunting or the cute graphics or the jolly tunes that make this such a winner is a mystery, but it's just so skillfully put together and so much fun that once you've started playing it's impossible to stop. One of the best games anywhere, ever.

OVERALL 95%

SUPER MARIO BROTHERS II

NINTENDO

Mario and his mates, Luigi, Toad and Princess Peach, are off on a trip through Subcon to knock off the evil Wart. It's a 20 stage mission, full of platforms, waterfalls, gookians and other hazards, which the gang have to cross using their own characteristic agility. There are also stacks of Wart's hatchlings on the loose, and these have to be splatted with vegetables plucked from the earth or just pooped up and thrown out of the way. The Mario games are always chock-full of hidden bonuses and this one is no different, warts, power ups and extra lives are all there if you know where to look.

This is a superb follow up to Super Mario Brothers, with terrific graphics, great music and super addictive platform gameplay. The gameplay is much more advanced than its prequel, and the addition of the ability to pick up and carry objects to where they're needed makes it a bit more puzzlelike than SMB I. This is an other C40 bet, but it really is worth every penny! Watch out for Super Mario Brothers III, which is even better!

OVERALL 96%

GUIDE

TEENAGE MUTANT HERO TURTLES NINTENDO

In a frenzied marketing ploy, Nintendo have started launching Turtles in as the free game you get with the machine. While it's not a conversion of the can-op, it's still a competent game which should go down well with the current throng of Turtles fans.

The idea of the game is to rescue April O'Neil from the evil Shredder and retrieve a ray gun which will return the Turtles' rodent master, Splinter, back into human form. After choosing a Turtle, you take them outside around the streets of New York, dodging steam rollers and foot-soldier soldiers. But as soon as you enter a sewer or a building, the screen switches to a warped slice on Laser-4m up in which your chosen Turtle has to split any of Shredder's minions who get in his way.

If you're a Turtle fan who didn't get this free, you're advised to break the paper bank and "shell" out for this excellent cart.

OVERALL 86%



TENNIS NINTENDO

Put away those balls! There's no need to make that racket! Though it's getting a bit old and slow, Nintendo Tennis provides enough court-bound action to keep most lovers of the sport occupied when it's too lazy for the real thing. You can, of course, play against a computer or human opponent in this simulation, and the computer makes all the line calls and so on, so there's no way you can argue about balls being in or not.

The graphics aren't the greatest, and there's not much sound to speak of, but Nintendo Tennis is quite playable. It's the only Tennis game available on the NES anyway, so if you want to hold Wimbledon indoors next year, it's either this or nothing.

OVERALL 75%

TEN-YARD FIGHT NINTENDO

The title refers to that of an old American Football code game in which this cart is a conversion. Unlike the more recent Gridiron simulations, playing this one relies more on arcade skills than play-reflection, but the objective is still to get the ball to your opponent's end zone in the required four downs.

Though this would simply provide a bit of a pop-out, it makes it much less daunting to start playing in many standard football games, which present the player with arrays of diagrams with arrows on them to represent each play. The graphics are functional rather than good, and the sound is also adequate, but luckily the gameplay is good enough to keep most gridiron-lovers firmly attached to their jockey until the last time out.

OVERALL 76%

© 1990 Nintendo Inc. All Rights Reserved. Nintendo and the Nintendo Game Boy logo are registered trademarks of Nintendo Inc.

TETRIS NINTENDO

Owing to a bit of licensing confusion, there are two versions of Tetris, but this is the only one that's officially available in this country, and unfortunately it's not the better one of the two. Having said that, any version of Tetris has got to be better than most puzzle games, and this one certainly is.

It's the same old story about fitting differently shaped blocks into lines before they fall into a frame. But this version (like the Game Boy version) lets you play at two speeds, with things made even more difficult by starting with a mess of lines already stacked up in the frame. There's also a mode in which you have to clear 25 lines rather than just going on forever, clearing as many as possible. The graphics and sound are only adequate, but to be honest, there's not much that could stop this from being the definitive Nintendo puzzle game.

OVERALL 91%





TOP GUN NINTENDO

Thrill up, switch on the afterburners then get on the highway to the danger zone in this aerial combat game which takes its hints from the blockbuster film. Just most of a few years back. Based in the cockpit of your F-15, you have to dodge incoming missiles while knocking down the enemy MDs that lead them. When you've shot your quota, come in for a landing on your own aircraft carrier.

Though this wouldn't take anyone's breath away, the 3D combat is quite exciting, and requires a fair bit of joystick skill. The graphics aren't bad at all, and on the whole, this is a smart game. If you yearn for something a bit simulationish on your Nintendo, check this one out.

OVERALL 79%

TO THE EARTH NINTENDO

This is the most recent of the Zapper gun titles, and it's probably the best of the lot. The plot is some odd-sounding story about aliens or something, but what it boils down to are a set of several different target shoot-out games which test your marksmanship skills to the max.

Very nice graphics and plenty of other neat presentation features set this apart from the other light gun games, so if you're given a Zapper for Christmas, this is obviously the first game you should buy for it.

OVERALL 80%

TIGER HELI NINTENDO

Here's another arcade game of a few years back, one imported for the NES. This one is a fairly straightforward up the screen blast in which the player pilots a heavily-armed combat chopper. On the ground there are anti-gun emplacements and battleships shooting at you, and in the air there are squadrons of enemy jets swooping past every few seconds, firing shells in your direction. To make things a little easier on you, you can ask up extra helicopters which fly by your side, using their own or sideways to augment your own forward firing and cannon. There are also a limited supply of smart bombs available, which make everything on the screen

If you remember the coin-op, you may also remember that it wasn't a particularly outstanding game, and this being an accurate conversion, it isn't really much to write home about either. The graphics are pretty tame, throughout the entire game, and the sound is equally bland. What's worse, though, is the fact that the enemy shots are very difficult to see against the backgrounds, making them extremely difficult to dodge. Not the greatest test of shoot 'em up.

OVERALL 65%

TRACK AND FIELD II NINTENDO

This must be the biggest computer sports simulation anywhere - no less than 13 different button-bashing events are included on this one! The visual events (four dials, pole vault, hammer throw) are in there, together with a few more unusual ones, such as archery, clay pigeon and pistol shooting, canoeing and hang gliding. If you have a friend you can take turns in at Taskworld, fencing or even arm wrestling!

The sports are all well reproduced, and the presentation screens and in-game graphics are really superb. The only problem with this game is the fact that some of those button-bashing events are a little too hard on the fingers. In fact sometimes you may wonder if it's possible to complete the archery event without an evil fine pistol! But, if you ever needed an excuse to buy one, this game is it!

OVERALL 90%

TROJAN NINTENDO

Seven levels of sword slashing await you before the start of this particular game. Trevor the Trojan's friends have all been rounded up and imprisoned by the local king for no good reason. The judicial system isn't up to much round these parts, and an appeal about hearing could take forever to sort things out, so Trojan has opted for the more direct approach and plans to spring his buddies the hard way. By killing every one of the king's guards (and possibly the king as well) all by himself. Usually his sword is all he needs, but he can pick up magic items, such as magic jumping boots and pointers of speediness to make him an even more formidable warrior.

This is quite a decent beat 'em up (converted from a popular coin-op of yesteryear) but though the graphics are fine, the gameplay is a bit dull, rarely amounting to more than walking along and slashing at anything that gets in your way. A few more powerful weapons would have helped make this above-average quality game into something quite special.

OVERALL 72%

URBAN CHAMPION NINTENDO

Urban Champion is a fairly ordinary beat 'em up in which you fight a variety of foes. The graphics are rather dull, and it doesn't take long before this four-year-old game gets rather boring.

If you're after a good beat 'em up, check out something like Double Dragon instead.

OVERALL 54%

WILD GUNMAN NINTENDO

If you've got a copper gun, stick it into your holster and hide into town and justice a bunch of merciless hoodlums who've been whosoon it up and scum all the countryside.

The graphics are colourful and bright, and the aim is to simply blast away as many bad dude cowboys as possible. It's quite good fun, but gets a bit boring after a while.

OVERALL 67%

WIZARDS AND WARRIORS NINTENDO

At the king's request and all the king's men are true, but unfortunately, all the king's daughters have been kidnapped by nasty demons who have stalked them in secret hideaways in the seedier parts of the countryside. Luckily, the king sends a bright-brushing wizard around

to save the day (and that's you, hopefully). Armed only with your trusty sword, you start the game in a forest, and then surrounded by evil eagles and other diabolical beasts. You have to find your way through the maze of platforms and secret passages to the chamber where the princess is being held, then defeat some dem-demon to release her. Watch out for poison and magic herbs which give you short-lived mystical powers, making the whole thing a little easier to handle.

This is a smart-looking platform game from Rare, though it has to be said that it is really quite a simplistic sort of game, which just requires you to keep jumping from platform to platform and wiggling your sword about occasionally. It all gets a bit monotonous after a while. There are several superior platform games available on the NES: the Mario games for example, and the Mega-man series.

OVERALL 72%

WORLD WRESTLING NINTENDO

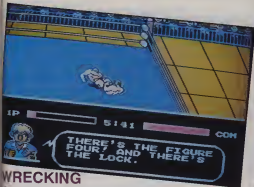
There are two wrestling games on the NES: this one, and Pro Wrestling, but this is by far the better of the two.

First you get to choose your wrestler. Then take him to the gym for a spell of training before taking on another player or a computer opponent in the ring. There are a load of tussle manoeuvres to try out, and while you're doing that a commentator at the bottom of the screen gives a full on commentary.

Great, well-animated graphics and enjoyable gameplay with quite some depth are what separates this from Pro Wrestling. If the sport interests you then try this out.

OVERALL 84%





WRECKING CREW NINTENDO

Those famous Nintendo chiselers, Mario and Luigi, star in this game as the spontaneous wrecking crew in a platform game in which you collect coins and smash menacing creatures with your mallet.

The graphics are simple, but nicely drawn and the soundtracks are superb, making this a treat to play. It's funny, and there are loads of secrets and even a debug option if you want to try and make your own.

OVERALL 81%

SEVENS NINTENDO

One of the best (if not THE best) vertically scrolling shoot 'em ups ever was Namco's Rastan. Aside from the fact that it's a shoot 'em up, it was very simple, and just involved flying a dinky spaceship, one screen, while sipping any incoming fighters, and using the laser beam to take out ground obstacles. At the end of each level, the scrolling stopped and you blasted away at a vast enemy mother ship once that was, and it was on to the next level.

Not really a whole lot there to convert, you might think, and you'd be more or less correct. While this game may have been impressive five or six years ago, it hardly draws the crowds these days. The coin op is best feature was its pretty graphics, and these haven't been updated too well to the computer screen, chunky pixelated MSX so all you're left with is a passive, but fairly exciting shoot.

OVERALL 65%

ZELDA II: ADVENTURE OF LINK NINTENDO

Nearly Ganon is back! After Link failed his attempt to claim the mystical Triforce in *Zelda I*, he has returned to deal a "Sleep-For-A-Zillion" spell on the cursed Zelda. Once again, Link has to wade forth into the wilderness of Hyrule, this time to retrieve another bit of the Triforce, which will revive Zelda.

Unfortunately, the land is full of Gargoyle robots, who love nothing better in their sandwiches than good, greedy adventures. Link has come prepared, though, and when confronted by evil, he just whips out his sword and ventilates his adversaries. Successful combat provides experience points which can be turned into attack strength, health, guns and also magic power for use with the spells the local villagers pass on if you carry out little sub-quests for them.

This game is absolutely vast - much bigger than the original, and superior graphically too. The gameplay is also beefed up with magic and beast, even up style sword play, and again, the cartage comes with a battery game save system. This is the Nintendo's top RPG, and one of the most enjoyable on any computer system. Make sure you give it a try.

OVERALL 94%

NEO GEO

BASEBALL STARS NEO GEO

It seems that virtually every console in existence has a baseball game, and the Neo Geo is no exception.

At the start of the game you pick a team from a large selection, and then a location, either an open air field, or one covered by a dome.

Large, cartoon-style graphics and some wonderful presentation screens are used to display the action in impressive style as one or two-players battle it out on the park.

The most notable feature is the tons of speech: from the intro screen to the end of the game, there's always something being said. The game itself is enjoyable enough, with excellent graphics. But at the end of the day, when it's said and done, it's a baseball game and is therefore only recommended to fans of the sport.

OVERALL 61%

CYBERLIP NEO GEO

Reminiscent of *Midnight Resistance*, this horizontally scrolling shoot 'em up requires you to take control of a gun-packing hero and battle your way deep into enemy territory blowing up anything that gets in your way.

The going is certainly tough (but there are unlimited continues so you can finish it on your first sitting if you wish), and the enemy come thick and fast (over), with foot soldiers, gun emplacements and flying stuff all trying to blast the hero into oblivion. And it goes without saying that there are a variety of pick-up weapons to collect, and that a giant end-of-level guardian lurks on the final screen of each landscape.

To be honest, some of us were impressed by this game. The graphics are quite nice, but there's nothing there a Megadrive couldn't do, and although there's some great sound effects and some speech, it's pretty superfluous. The difficulty level is high, so there is a challenge for those willing to persevere and go for a high score without using any continues, but really the complete lack of originality and really dull gameplay results in apathy after just a few goes - and that's not what a £150.00 game is all about.

OVERALL 31%



MAGICIAN LORD NEO GEO

Magician Lord is an impressive platform beat 'em up in which you guide a 'fighter' hero across a hazard-packed landscape. A neat feature is that at regular intervals, you can change into one of six different forces: dragon warrior, water man, poisoner, shadow, samurai and reaper - each who has his own special power.

The graphics are really superb, with gorgeous panoramic scrolling landscapes and some great sprites, particularly some of the on/of level bosses.

The game is tough, challenging and addictive and keeps you glued to the Neo Geo far longer than any other title that's currently available for the machine. If you've got a Neo Geo, make sure you get *Magician Lord* - it's the best title currently available for the machine.

OVERALL 75%

NAM 1975 NEO GEO

Dying very much like the Cabal coin op, Nam 1975 gives you control of a hero who's on a solo mission into enemy territory. The object is to destroy the evil Dr Mucky, who's inventing a super weapon with which he intends to take over the world.

How can he be stopped? Well, you've got to blast your way across the horizontally scrolling landscapes. Enemy soldiers attack from all angles and you've got to be your crasher to aim your guns and blast them before they get you. At the end of each of the six levels is a jet guardian, and on the final level is Dr Mucky himself. Blast him and the Earth is saved.

Nam 1975 sports some stunning graphics and has lots of speech. However, the gameplay is very straightforward and although it's quite tough, there's not enough in there to keep you playing for more than a bit or so.

When it comes down to it, you might as well go down the arcades and play the game - you're not likely to live to spend more than £20.00 to complete the game, let alone that you won't want to go back to it. So why after spending over £150.00 on a home version of the one which you'll get bored of just as quickly?

And when you think about it, the same thing applies to all these games.

OVERALL 71%



NINJA COMBAT NEO GEO

Although this Shadow Warriors-style horizontally scrolling beat 'em up looks and sounds very impressive, it's actually dead boring.

Guide your super nins into battle against an evil army of foes and kick their butts. There are six levels of action, and there's an end-of-level badde on each who's destroyed to progress to the next scene. A neat feature is that when an end-of-level badde is beaten, he goes your team and the player can select him or her to do battle in the following round.

But the trouble is, not only is the gameplay dull - it's all been seen and done many, many times before - it's also amazingly easy to beat. We finished the game with in 35 minutes of getting it, and after that quickly got bored of it. Does that sound like a good way to spend £150.00? If it does, the straight jacket is in the post.

OVERALL 34%

GUIDE

RIDING HERO NEO GEO

If you've ever fancied riding a motorcycle in a Grand Prix, here is a very expensive and not very good way of trying to live your dream.

Riding Hero is a bike racing game in which you at tempt to burn down the road and come first in a series of races. It's pretty straightforward, and as long as you continue to rack up the results, you can keep on racing.

Considering the power of the Neo Geo, this is a pathetic offering. The sprites are large, but the roads are as thin as a pavement, making it look completely silly. Couple that with completely unconvincing bike handling and a very easy difficulty level and you've got a game that you'll become bored with in a couple of days.

MegaDrive Super Hang-On offers far more thrills and spills than this and it's much more fun to play. When you consider that for the price of this game you could buy a new MegaDrive and a copy of Super Hang-On, Riding Hero's price tag on the looks as unrealistic as the game itself.

OVERALL 35%



SUPER SPY NEO GEO

Looking and playing rather like *Dynasty Force*, *Super Spy* is a very impressive-looking but ultimately dull combat game.

The 3D action is displayed through the eyes of the hero, and all you see is a pair of fists in front of you which you use to bash any enemy stupid enough to get in your way. If the going gets tough, you've got the option to switch between knife and gun modes, although you can't use them for long because the knife wears out (joke, huh?) and you only have 12 rounds of ammunition. If you get far enough into the game you get an Lbl with 30 rounds of ammo, just right for massaging the enemy!

The sprites and animation are utterly superb - amongst the best we've ever seen - but the action is dull, and it's possible to finish the game in one sitting!

There is very little variety - just punch, stab or shoot - and the ending is very anti-climatic.

The same comments that were made at the end of the *Nero* 1975 review apply here - only it'd be even cheaper to finish the whole game!

OVERALL 39%



TOP PLAYER GOLF NEO GEO

Fancy a round of golf, but can't be bothered to get off your bottom? Then perhaps *Top Player Golf* is the one for you. Featuring an overhead viewpoint and an acceptable amount of speech (the caddy virtually explains every hole in the course), *TPG* gives you the chance to play an 18-hole course in the comfort of your own home.

As we've already said, the speech is impressive, but it's not really necessary. When you ignore that and just play the game, you find that it's really not much cop: there are Nintendo, PC Engine, Sega, Gameboy and MegaDrive golf games that are far more playable than this! The overhead scrolling viewpoint is quite bland, and the way the game works is pretty dull. Give it a miss.

OVERALL 29%

SEGA

ACTION FIGHTER

SEGA

This conversion of the elusive Sega coin-op is a vertically scrolling near-level blast, with the player taking a car which has the ability to transform into both a tank and a jet fighter, with one objective in mind - blast the tanks out of everything in sight!

The graphics are bright and colourful, and quite well animated for what they are, and the sound is really great, with loads of explosions and bouncy music, and the excellent game-play makes this a really neat and quite addictive shoot 'em up, that, although seems a little crumbly by today's standards, is more than enough to give any shoot 'em up break their fix of the action.

OVERALL 84%

AERIAL AS- SAULT

SEGA

Horizontal scrolling shoot 'em up action, as you take to the skies in your super powered jet fighter, blasting invading military forces into oblivion! As is the norm with a game of this ilk, power-ups are in abundance, as well as large and level guardians and the like. One bullet is the baffle, however, and you're history.

Although the graphics look a little dated, and the sound is little more than a few blips and booms, Aerial Assault is a fun game to play with some really nice touches (such as the arsenal level ripped straight out of F4U), it's not too tough, and surprisingly addictive. If you're in need of a blast on your Sega, don't expect the world, but take a look.

OVERALL 82%



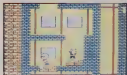
AFTERBURNER

SEGA

One of the earlier coin-op conversions for the Master System, this puts you at the controls of a super powered F-14, pitted against myriad airborne and ground-based forces, all trying to blow you away - so you've got to give as good as you get!

The problem here lies with the original arcade machine - take away the stunning graphics and the thumping soundtrack, and you're left with a very simple, aim and fire blast, which is the feeling this version gives - graphically very plain, and the speed falls into the realm of 'tough'. The whole thing is very slow too, and makes this overall a very dull, unplayable game. Only take a look if you're a real Afterburner nut.

OVERALL 51%



ALEX KIDD IN HIGH-TECH WORLD

SEGA

A continuation of the Alex Kidd saga, this is essentially much of the same - more wacky platform action with loads of bonuses and other bits and bobs. Again, the graphics and sound are really good, but there's nothing outstanding to make this any better than the original - if anything it's nowhere near as much fun. Take a look, but don't expect anything earth-shattering.

OVERALL 76%

GUIDE

ALEX KIDD IN SHINOBI WORLD SEGA

The latest, and probably the best in the Alex Kidd series so far, this is a hilarious mixture of Alex Kidd and Shinobi, resulting in a platform chop-socky game that is guaranteed to be a love affair. Alex's girl has been pinched by the Dark One, and the big-eared wonder (now empowered with Ninja Mega - ooh!) is out to get the girl and put the evil gaster where he belongs.

The graphics are top notch, and very reminiscent of both games, with lots of oriental ninja flavour, and the sound is excellent - especially the cutesy version of the Shinobi title music! Dead funny, and playable as heck, Shinobi World is one that you should grab hold of at the first opportunity!

OVERALL 90%

ALEX KIDD IN MIRACLE WORLD SEGA

In not so many words, this is Sega's answer to Mario - a madcap platform romp through a multitude of horizontally scrolling levels, packed out with hidden bonuses and secrets, and a wacky sub-game based on the old "missions, paper, stone" game!

The audio-visuals are a little short of brilliant, with some absolutely hilarious gags, and the thoroughly absorbing gameplay will have you glued to your screen for hours on end. If platform action is your bag, check this out pronto!

OVERALL 86%



ALEX KIDD AND THE LOST STARS SEGA

Another Alex Kidd game, featuring Sega's favourite character as he travels around the platform environment attempting to solve puzzles and save the day.

The graphics and sound are what you expect from an Alex Kidd game, so they're all jolly and colourful, and the gameplay is as addictive as all the others in the series.

Alex Kidd fans are bound to love it - so if you're one such person, check it out!

OVERALL 80%

ALIEN SYNDROME SEGA

The original Sega coin-op gained somewhat of a cult following, thanks to the rather gross graphics and terrific screams that would shriek out at you (not a game for the weak hearted).

The game pits two human super soldiers by the name of Ricky and Mary, on a mission to rescue hostages from six starships that have been invaded by some of the most disgusting aliens ever seen in a video game.

What this basically means is trudging around a multi-directionally scrolling landscape, blasting the aliens, saving the hostages and heading towards the exit before a time bomb goes off. Reach the exit and you have to fight a horrendous off-level guardian - beat that and it's onto the next ship.

This Sega version is pretty good, with nearly all the features of the original machine, but has some odd gameplay quirks, particularly in the way the screen scrolls, which makes it difficult to see what's coming towards you. With a few tweaks this could have been brilliant. As it stands it's simply a tough shoot 'em up which offers a fair amount of entertainment.

OVERALL 73%



AMERICAN BASEBALL SEGA

It's baseball! What more can we say about it? Well, the graphics are jolly good. There's a one- or two-player option and a whole load of different teams to pick.

The game is nice and easy to control, but the computer opponents are challenging enough to keep even the most expert of console baseball players happy.

If baseball is your scene, this is worth taking a look at.

OVERALL 74%

AMERICAN PRO FOOTBALL SEGA

Featuring superb presentation screens and a beautifully balanced difficulty level, American Pro Football is the finest simulation of the sport on any 8-bit machine.

The graphics are tremendous, and there is great joy-ped feedback which really draws you into the action. A system of menus are used to dictate play, and while they offer an amazing array of moves, they're very simple to operate, so a novice can get straight into the action, but there's enough variety to let experts develop complex plays depending on the situation.



The graphics and sound are both great, and the highly addictive gameplay is the icing on the cake. An absolute must for sports fans everywhere.

OVERALL 95%

ASSAULT CITY SEGA

Very much in the Operation Wolf mould, this shooting game requires you to blast a variety of enemy sprays with your infrared sight as you make your way across levels of horizontally scrolling landscape.

Although it seems a bit on the dull side at first, it's actually pretty good fun and grows on you the more you play it. The game difficulty is set on quite an easy level, making it very simple to get into and very addictive in the short-term.

The lasting appeal is questionable, but if you're after a shooting game which doesn't require a light gun, this is worth taking a look at.

OVERALL 70%

ASTRO WAR- RIOR/PITPOT SEGA

Originally free with the Sega, and easily available if you check out classified adverts, this cartridge features two pretty jolly little games.

Astro Warrior is an up-the-screen blaster in which you shoot incoming alien craft, pick up the extra weapons and unleash them on the end-of-level badies. It's simple, but it's great fun and highly addictive, and is one of the better Sega shoot 'em ups around.

Pitpot is a very original game that offers plenty of laughs - it wouldn't be very good value on its own, but combined with Astro Warrior it's a jolly second game.

If you can find the cartridge for a cheap price, this is well worth getting.

OVERALL 79%



AZTEC ADVENTURE SEGA

Aztec Adventure is an arcade adventure with pseudo role playing overtones. It starts out full of promise, but very quickly becomes pretty yawn-inducing as you make your way around the bland landscapes attempting to solve puzzles and make headway.

Considering the plethora of other RPGs on the Sega, this is a very poor offering indeed and the only recommendation we can offer is take a look at all the others and avoid this like the plague!

OVERALL 38%



BANK PANIC SEGA

This ancient arcade conversion tests your reflexes and hand-to-eye co-ordination as you attempt to shoot badasses as they emerge from behind closed doors and avoid shooting any innocent bystanders if they happen to enter the action.

It's very simplistic, but it's pretty good fun and keeps you entertained for quite a while and is a great way to test out your games-playing skills - the action gets very fast and furious on later levels.

The lasting appeal is limited, as the gameplay is quite simple, but this is a cheap cartridge and is worth having a look at.

OVERALL 78%

BASKETBALL NIGHTMARE SEGA

Featuring very expressive, beautifully animated in-game screens, this basketball game looks great. The

idea is to take control of a team of supernatural beings and challenge other ghostly gangs to a game of basketball.

However, when it comes to playing the game, it's all rather simplistic and dull, and it doesn't take long to get bored. It's a shame, really, because this could have been utterly brilliant. As it stands it's just a mediocre basketball game with some very lively graphics.

OVERALL 56%

BATTLE OUT RUN SEGA

Take to the highways in this Chase HQ-style car-crashing game and bump the baddies off the road before they escape!

The background graphics are quite simplistic, but the sprites are excellent and there's plenty of action and excitement as you turn up the road and attempt to catch up with the baddie car before starting your assault.

Although Battle Outrun isn't as challenging as Fire and Forget II, there's enough in here to warrant purchase - give it a go if you're into fast action.

OVERALL 80%

BLACK BELT SEGA

Take control of a kung-fu expert and battle across a horizontally scrolling landscape beating seven shades of shenanigans out of anyone stupid enough to cross your path.

Similar in many respects to the old coin-op, Kung-Fu Master, but with more variety and better graphics, Black Belt is a tough and challenging test and is up with an army of baddies to kick in, and head-and-of-level baddies to overcome.

It's definitely one of the better Sega beat 'em ups around, and is highly recommended.

OVERALL 81%

BLADE EAGLE 3D SEGA

One of those rare 3D glasses games, and this one isn't exactly brilliant. It's a fairly simple shoot 'em up which requires you to guide the Blade Eagle against an enemy force. It's tough, but the 3D effect isn't brilliant and the gameplay gets rather bland after a while.

If you're desperate for a 3D game, try this out - but not before taking a look at Space Harrier 3D or Outrun 3D.

OVERALL 51%

BOMBER RAID

SEGA

Bomber Raid is a vertically scrolling shoot 'em up in which you fly a fighter craft deep into enemy territory with the intent of causing as much damage as possible.

The enemy haven't reacted kindly to your invasion of their air space, so expect plenty of opposition. There are five levels in all, each packed with power-up weapons and sporting a giant guardian at the end of each.

It's pretty good fun, but the game isn't difficult to beat, so although you tend to play it a lot at first, it doesn't take long before you finish it and become bored.

OVERALL 71%



CALIFORNIA GAMES

SEGA

The weekly sports con has six events: hot-pipe, foot bag, surfing, roller skating, BMX riding and trike-racing.

From the start you've got an option to play in one, all or some events, or just practice them. Some are so hard that you'll smash your Sega, nor so easy that you'll master them in a day.

The graphics on all are pretty impressive, the animation smooth - but it's the competitive element that makes this a winner. Whenever you play it, it's totally compulsive. Almost for your Sega.

OVERALL 94%



CASINO GAMES

SEGA

Casino is a gambling game which offers three basic things to choose from: cards, slot machine and pinball. Pinball isn't really gambling, and just gives you a table to flip away on. There are three kinds of card game: poker, blackjack (portions) and baccarat, and the slot machine is a 70s style one armed bandit, so it doesn't have any hold or nudge feature and no wobbly flashing lights, or sub-games. You can vary the bets (from \$1 to \$100), but it soon becomes monotonous.

In fact, this is true of the action as a whole. The graphics and sound are nice enough, if only functional, but the game lacks variety. There's no roulette or dice to help spice things up and you'll soon find yourself wanting more for your money.

OVERALL 46%

CAPTAIN SILVER

SEGA

Assist Guide craggy Captain Silver across a horizontally scrolling landscape and slash and hack away at the variety of lurking beddies that are just ready to attack.

The graphics are truly rubbish, and the gameplay is very dull indeed - just guide the maulified prate across the landscape and prod at the badly-drawn sprites. It takes a few goes to get this sorted, and it soon becomes as boring as can be.

This was originally a coin-op - so it'll come as no surprise that it's completely boring. Give it a miss.

OVERALL 47%





CHASE HQ

SEGA

Time is life in these parts, and the perpetrators are going turbo-charged sports cars to outpace the standard Police black-and-whites. To combat the problem, the police department has set you and your partner up as the Chase Squad, and fitted you out with a happy-bag Porsche (but so you can keep up in the hottest of hot pursuits (and impress the girls at the same time).

You get two minutes to apprehend each criminal - one minute to spot his car, then a further 60 seconds to run him off the road. If you run out of time, the criminal escapes outside the city limits and the pursuit recited off.

The gameplay is as exciting as it was in the arcades, and even if you've never played the coin-up, the high-speed thrills of this conversion make it well worth a look.

OVERALL 86%

CHOPLIFTER

SEGA

Hundreds of hostages have been taken prisoner and are held deep within enemy territory (pretty topical, eh?) and it's up to you to fly and rescue them.

The mission of mercy takes place over a series of horizontally scrolling landscapes, and you've got to fly your chopper behind enemy lines, land, pick up the hostages and drop them off safely at home base.

The enemy is wise to your antics, and there's stiff resistance in the form of gun emplacements and aircraft. But no-one said it was going to be easy.

With excellent graphics and challenging gameplay, Choplifter is one of the best shoot-'em-ups around. Time is for a fight.

OVERALL 89%



CLOUD MASTER

SEGA

The game is weird: it's a horizontally scrolling shoot-'em-up in which you fly a little man against a load of very strange badies, including a giant chicken! There are power-up weapons to collect, lots of secrets, and end-of-level guardians to lock the shrods out of.

The graphics are simple and colourful, and the action is very straightforward, making this an enjoyable little game which becomes dull after a couple of weeks.

OVERALL 73%

COLUMNS

SEGA

Oh no! Funny-coloured jewels are falling into a box! Okay, so it's not the most exciting scenario ever, but this is a game of the 'classic simplicity' type, such as Tetris and Rax.

The jewels descend in assorted blocks of three, the order of which can be changed as they fall down. When a minimum of three jewels of the same colour are placed together, horizontally, vertically or diagonally, they disappear - and the jewels above fall down to fill the gaps.

It sounds rather dull, but Columns is the sort of game that you keep on coming back to time and time again because it's simple, playable and very addictive indeed. It starts off easy, but when you get to high levels the jewels fall at very high speed, and your hand-to-eye coordination is given a really good work-out. A special mention must go to the sound, which is one of the best tunes heard on the Sega.

Columns might not be the most exciting game in the world, but it's a great way to unwind after you've just dispatched some big badies with your laser, or have kicked the heads of endless street punks in the latest beat-'em-up! Try it out - you'll be surprised at just how much fun it is!

OVERALL 88%

CYBORG

HUNTER

SEGA

Similar in style to the Zillion games, this arcade adventure casts the player as a hero who must enter an enemy complex, destroy all the robots contained therein and finally tackle and dispose of the evil arch-badass who resides on the last screen.

It's all fairly good fun, but there are very few original features, resulting in a feeling of déjà vu when you play it. Shop around before you buy.

OVERALL 74%

DEAD ANGLE

SEGA

This Operation Wolf-style coin-op conversion takes you back to the gangster years of the 1930's as you take you as a copper who's on a mission to wipe out an evil gang.

Hoodlums pop up from all angles, and you've got to blast them using your crosshair sights before they open fire and wear down your energy bar.

The graphics are great, with plenty of neat touches, and the gameplay is very addictive. Easily one of the best shooting games on the Sega, this is well worth taking a look at.

OVERALL 83%

DOUBLE DRAGON

SEGA

When your girlfriend is kidnapped by a gang of meanies like Hoodlums, there's only one thing for it. Grab your special kung fu trousers and travel into their territory to get her back.

The rescue mission is fraught with danger, and gang members attack every step of the way. Fortunately you're familiar with martial arts combat, so you can give them a good kicking - but sometimes their numbers are almost overwhelming.

With pretty good graphics and sound, Double Dragon is a good conversion of the classic arcade game, featuring plenty of chop-socky action. It's not the most challenging game in the world, but there's plenty there to keep a player happy for quite a while.

OVERALL 79%

DYNAMITE DUX

SEGA

Oh no! You've been transformed into a cute duck and have been transported to Goo Town where all the cute inhabitants hate your guts!

There's only one thing for it, fight your way through the horizontally scrolling landscape, beating up everything that gets in your way and confront the evil arch-baddie on the final screen and gently persuade him to reverse the curse.

The graphics on this wild 'n' wacky beat 'em up are truly superb, with bazooka foxes, misleading moose heads and gangs of fast mice all entering the fray. The gameplay is fun, but it's a little too easy, so expert gamers won't get full value for money from it.

OVERALL 79%



ENDURO RACER

SEGA

This motorcycle racing game is one of the easiest Sega cartridges to complete. Ten levels of diagonally scrolling track lie between you and the finish line, and even a novice should be able to turn all the way through them in a single sitting.

If you're after a racing game with bias, take a look at Hang-On and don't bother with this.

OVERALL 31%

ESWAT

SEGA

The city is under siege and only a heroic cop can save

the day! Six ruthless crime bosses have plotted together in order to bring a reign of chaos to the city. Violent crime is common place - no-one feels safe. The police are over-powered by the sheer enormity of the new crime wave. Enter the ESWAT (Enhanced Special Weapons and Tactics) team, a bunch of hardened cops with the greatest weaponry and armour that the city can provide.

After the rather nifty arcade game, this is a bit of a disappointment. The original coin-op features a variety of mean 'n' meaty weapons, but the ones in this version are wimpy by comparison. Even the graphics are feeble compared to their arcade counterpart, with gaudy backdrops and are all, poorly animated sprites. When you get down to playing it, once again the game is a let-down. It's great fun at first, but there are only five levels and they're very easy to get through. None of the end-of-level baddies offer much resistance, and anyone who's a half-decent player should be able to finish the game pretty quickly.

OVERALL 73%

F16 FIGHTER

SEGA

This looks pretty impressive, but unfortunately suffers from very bland gameplay. Just fly the anonymous F16 Fighter against swarms of enemy aircraft and blow them up to keep in the game.

The graphics (and sound) are average, and the game play soon becomes dull. Avoid it.

OVERALL 48%

FANTASY ZONE SEGA

This wacky horizontally scrolling shoot 'em up has the widest, most colourful graphics ever seen. The objective is to patrol the environment and blast all the big nightmares that hover around the wrap-around landscape. Once they're all destroyed you have to take on an evil old level baddy.

As we've said, the graphics are well colourful, but they're lively, clean and give the game plenty of character. The gameplay is very addictive indeed...and there's plenty to challenge a hardened shoot 'em up fan.

OVERALL 87%

FANTASY ZONE II SEGA

A superb shoot 'em up, but suffers by being too similar to the original. If you haven't already got Fantasy Zone, buy this one instead.

OVERALL 88%

FANTASY ZONE III SEGA

Not a scrolling shoot 'em up, this time, instead the third in the Fantasy Zone series takes the player to a series of mazes where he must negotiate a variety of hazards and puzzles to win the day.

The gameplay is a load of fun, and although the graphics are simplistic, there's plenty here to keep anyone happy for days on end.

OVERALL 81%



FIRE AND FORGET II SEGA

A conference of all world leaders is being held in the city of Megapolis, and the outcome of the historic event could be world peace. Hurrah! However, a ruthless gang of terrorists is driving towards the city with a large nuclear bomb and they intend to blow up the whole place. Leaders and all, and then take over the world during the following confusion.

There's only one person who can save the day - and that's you! So grab the keys to your 850 horse power deathmobile, the Thundermaster II, arm its guns and missiles and take to the 3D highway and destroy the villains before they complete their foul mission!

Fire and Forget II's action is very fast and pretty tough, almost to the point of being off-pulling at first. However, once you get used to the speed of things, you start getting into the action and rise to the considerable challenge. The graphics and sound are both brilliant - the road is particularly smooth and convincing, and the update on the sprites is excellent.

A must for addicts of highway violence!

OVERALL 86% GALAXY FORCE II SEGA

Sega's enormous hydraulic coin-op has had its fud drained and has been squeezed down to fit inside a Master System box. Yes, impossible though it may seem, Galaxy Force has been converted to the Sega, and it's brilliant.

Four levels of 3D shooting action await the player, each scene including a plenty run and then a trip down a hazard-packed tunnel to destroy a target at the end.

The graphics are truly marvellous, and the gameplay is challenging enough to keep you occupied for weeks. If you're after the best 3D game available on the Sega, look no further than this.

OVERALL 91%

GANGSTER TOWN

SEGA

The old, and rather dull game features reasonable graphics and sound, but doesn't really have that addictive spirit to keep you coming back for more. Try something else instead.

OVERALL 48%

GAUNTLET

SEGA

This game was a sensation when it appeared in 1988, and this version has all the features of the original machine.

Each player (and there can be two at once) selects a character - either the Valkyrie, Elf Wizard, or Warrior. Then you're thrown in at the deep end - placed in a huge scrolling dungeon full of creepy creatures and mischievous monsters. All you have to do is make your way to the exit - not easy because there's a vast army of creatures out to knock down your health points.

The levels are littered with treasure chests, which give bonus points when collected. Food can also be found which adds 100 points to your health, and there are also potions which give temporary benefits such as invulnerability and spells which damage or kill everything on screen when unleashed.

The game is played at a tremendous speed, and each dungeon is packed with literally hundreds of vile and gruesome creatures all out to get you - as you can imagine, it's action all the way! As well as being very playable, the graphics and sound are also excellent. The sprites are small, but they're superbly detailed, and the backdrops are very polished, giving the game a true arcade look.

With 100 different levels to challenge you, Gauntlet won't lose its appeal in a hurry. If you've got a Sega, do yourself a favour and plug this one in.

OVERALL 90%



GHOSTBUSTERS

SEGA

This is a conversion of the incredibly successful computer games of the film, the first version of which appeared on the Commodore 64 over five years ago! But don't let its age put you off - the gameplay is still as fresh as the day it was conceived.

On the whole Ghostbusters is a great game. There are a few niggly additions to this Sega version, and the gameplay has been tweaked to make it even more exciting.

The graphics are nicely detailed, smooth and colourful - the music, though, is utterly dire, and sounds like a load of deaf people are trying to play the Ghostbusters theme tune on some crummy old synthesizers.

Still, turn down the volume and get ghosting!

OVERALL 86%

GHOST HOUSE

SEGA

Originally on ROM card, and now re-released on cheapie cartridge, this offbeat platform game has you running and jumping around the screen shooting at a variety of supernatural baddies - including Count Dracula himself!

The graphics are of the cute style - big heads, big eyes and little bodies - and the sound is very jolly, and at its cheap price the addictive gameplay provides plenty of fun at a price every Sega owner can afford.

OVERALL 79%

GLOBAL

DEFENCE

SEGA

Known better to arcade goers as BGA, this Missile Command variant gives you a very greenwater task. An enemy country has launched a missile attack on your country and you've got to shoot them all down with your destroyer rights before they land.

Not only are their missiles flying around, there are also a variety of space crits providing plenty of hassle - seek!

The graphics are excellent, and the gameplay is addictive too - in fact the only thing wrong with it is the tricky control method, which makes it frustratingly difficult to get into. If you're prepared to stick with this, there's a plenty here - try before you buy.

OVERALL 80%



GOLDEN AXE

SEGA

The evil Death Adder and his army of undead are released, and it's up to you to take on his army and end the land of his vile curse.

At the start of the game you can select one of three different types of magic—fire, wind or water, and after that it's time to enter the fantastically scrolling fray. The hero has a variety of offensive moves, all of which have to be used against the vast marauding army who attack every step of the way. It's a tough mission, but Black Adder isn't unbeatable.

Golden Axe is a superb conversion of the coin-op, with five tough levels of action. The graphics and sound are both top-notch and the game is highly recommended to beat 'em up fans.

OVERALL 92%

GOLFAMANIA

SEGA

Golfmania lets you play a round of 18 hazard-packed holes in the comfort of your very own front room.

The control method is easy to use, and it's all very simple to get into. But the holes get progressively more tricky as you play through the game and there's a strict par which you have to try and meet.

There's plenty of testing appeal in this one, and the challenging gameplay keeps you coming back time and time again. A must for Sega owning golf fans—get your Dad to buy it, he'll love it!

OVERALL 88%



GOLVELLIUS

SEGA

RPG fans will be interested in this one. Guide the hero around the large landscape and battle with the people to save the day. There's not much action, but plenty of backstory is required to progress through the truly adventure.

The graphics are top-notch and the sound is atmospheric and helps draw you into the action. Arcade fans won't like this much, but if you're after a sadate game which requires plenty of the old grey matter, check this one out!

OVERALL 81%



GREAT BASEBALL

SEGA

Baseball enters again in this competent recreation of the sport. It plays a challenging game, and there's a two-player option to let you challenge a friend.

Great Baseball isn't as good as American Baseball so we recommend baseball fans to try that first before buying.

OVERALL 70%

GREAT BASKETBALL

SEGA

Grab your Air Jordans and take to the court in this enjoyable basketball simulation. It's got a neat control method, and the gameplay is fun, but really basketball isn't the greatest sport in the world to make into a console game.

If you like basketball, rush out and grab this now. Otherwise try something with a bit more oomph—like California Games or American Pro Football.

OVERALL 68%



GREAT FOOTBALL

SEGA

Not soccer, as you might imagine - this is a simulation of American Football. It's OK, as American Football games go, with plenty of options open to the player. However, the computer is fairly easy to beat, and it doesn't take long before you become bored.

If you're after a good American Football simulation, try out American Pro Football - it's miles better than this and offers twice as much challenge.

OVERALL 67%

GREAT GOLF

SEGA

If you fancy a round of 18-hole golf, this might be what you're looking for. Or is it? If you look around the shelves of your software shop, you'll find Golfmania, which has better graphics, sound and playability.

That's not saying this is a disaster, but when it comes down to it, why settle for second best when Golfmania can be bought for just a few pounds more?

OVERALL 71%

GREAT VOLLEYBALL

SEGA

Volleyball is pretty popular in foreign countries, but over here in the UK it never really took off as a big sport. This simulation is pretty accurate, and it has good graphics and an easy-to-use control method, but really it's the sport itself that provides the problems. It's simply not very action-packed!

Volleyball fans are bound to love it, but those not keen on the sport will find that it gets dull after a while.

OVERALL 71%

IMPOSSIBLE MISSION

SEGA

The evil genius Professor Elvin Armbender has hacked into US nuclear defence computers, and unless an airborne random is paid by six o'clock this evening, he's going to launch a strike that could destroy the world.

Sounds like it's time to call Special Agent 4125, voted Most Caring Operative of 1982, 1983 and 1984. If he could penetrate Armbender's bunker and disable the computers the world will be saved. Hooray for our saviour! Impossible Mission sounds great, featuring highly atmospheric effects. It looks stunning - wait until you see the superb animation of the main sprite, and just look at the beautifully detailed robot sprites. But, more importantly, it plays absolutely brilliantly. And because it's different every time you play, even if you beat Armbender, you're guaranteed a fresh challenge when you return to face him again.

A fantastic game which is destined to become one of THE classic Sega titles.

OVERALL 97%



INDIANA JONES AND THE LAST CRUSADE

SEGA

Indy is a straightforward platform and ladders game in which the hero can run, jump, crouch, and (if he's collected the staff) whip his opponents so that he can advance to the next level. There are five scenes in all, each based on relevant parts of the film.

The game is almost as hard as the hero himself! From the very beginning the odds are stacked against you as you battle an amazingly tight line of evil and horrendous gun-wielding heroes.

There are plenty of nasty hazards and traps to catch out an unwary Indy - so prepare to lose plenty of lives. It certainly helps if you make a map, since the game is the same every time you play it. The graphics are truly superb, with some of the best sprites and backdrops I've seen on the Sega, and the music's not bad either. Seasoned platform and ladders fans should be in their element with this - those not so good at this type of game might find it a bit too frustrating, though.

OVERALL 86%



JUNGLE FIGHTER

SEGA

Danish is a horizontally scrolling arcade adventure in which the hero travels through Amazon-style jungles, villages, a battleship, and a temple in his quest to gather the three objects and defeat the demon Olgas.

He can jump, crouch, and whip his whipper out and wave it menacingly at the enemies as he explores the landscapes, entering buildings and underground passages. Tokens are there for the taking, adding time, life points, magic, and experience points.

It's all very similar in style to Rastan, but with more life and a 'talk to characters' option. Jungle Fighter is an enjoyable and straightforward horizontally scrolling hack 'n' slash game. There are a few snagging points, though. The landscapes are large, but the gameplay is a little bit tedious, since Danish can only do a few moves, and although the baddies are numerous, they're not particularly tough, allowing you to get quite far into the game very quickly. If you're a Rastan fan, give Jungle Fighter a go - but don't expect it to challenge you for long.

OVERALL 75%

KENSEIDEN

SEGA

Here's one for Sega owners who like to use their brains. It's another one of those huge role-playing adventures in which you travel the landscape, picking up items and using magic to defeat evil.

Action is then on the ground, but what do you expect from a role-playing game? Some of the still screens are truly superb, and there's plenty of brain-bending puzzles in the game to keep a role-playing fan happy for weeks on end.

OVERALL 85%

KUNG-FU KID

SEGA

Graphically similar in style to Official He-Man, this platform game with kung-fu overtones requires you to guide the hero around the landscape kicking in the heads of the evil enemy army. There are also end-of-level battles to overcome - so fighting fans should be kept busy for a while.

It's all pretty fun, but if you're after something with better graphics and more challenge, take a look at Black Belt before parting with your cash.

OVERALL 70%





LORD OF THE SWORD

SEGA

Two game styles meet head-on in this role-playing game with arcade sequences. Plenty of deep thought is required as you travel around the landscape attempting to solve the adventure, but you're also called on to use your reflexes in horizontally scrolling beat 'em up sequences.

A nice idea in principle, Lord of the Sword doesn't quite make it due to the rather bland action, and the fact that the role-playing bits are quite weak - there's simply not enough of each game style to satisfy fans of either genre.

OVERALL 74%

MAZE HUNTER

3D

SEGA

Don your cool 3D shades and enter the maze in this entertaining game of mazes and more mazes.

The 3D effect is pretty good, and while the action isn't as addictive you'll forget about seeing for a week,



enough game is there to justify the price tag. Not an essential purchase by any means, but if you're after something new to go with your 3D glasses, this is worth checking out.

OVERALL 74%

MIRACLE WARRIOR

SEGA

Combining plenty of role playing style brain teasing puzzles and some Pastan-esque arcade action, Miracle Warrior puts you on a mission to revenge your brother's death.

It's a pretty tough game, and you certainly have to get your brain into gear to solve the rather tricky and obscure puzzles.

Miracle Warriors is an enjoyable game, and a recommended to escape fans who enjoy a bit of adventure-style puzzling.

OVERALL 81%

MISSILE DEFENCE 3D

SEGA

Don your 3D glasses and wretch up your trigger finger for this shoot 'em up with pretty neat 3D graphics. It's not particularly original, but the action is fast and fun, and should be enjoyed by arcade addicts.

Missile Defence 3D is by no means an essential purchase, but if you're after something to use with your 3D glasses, this is worth having a look at.

OVERALL 76%

MONOPOLY

SEGA

Sega's rendition of the world famous board game has all features of the original and sports some colourful graphics. The trouble is, that it's slow to play. It's a shame that this is the case, since it's pretty good fun, but it just gets too dull when you're waiting for the computer to do its stuff.

Unless you're desperate to play Monopoly and never have a hand to play with, you might as well buy the actual board game - it's cheaper, and is a lot more fun than this. After all, you can't engage with the computer!

OVERALL 69%

MY HERO SEGA

This rather odd-looking cute beat 'em up (orange overimation, ah?) requires you to rescue your girlfriend, who's been kidnapped by local hoodlums.

The journey to get her back involves kicking and punching your way across a horizontally scrolling landscape. It's not an easy shape, and there are baddies armed with bottles and bombs just waiting to get you.

The game is good fun, but Black Belt is a better example - try that before buying this.

OVERALL 74%

NINJA SEGA

Recently re-released at a cheap price, this game has you guiding your shuriken-kicking hero up the vertically scrolling screen in an attempt to penetrate a heavily armed fortress.

Although the graphics are rather simplistic, the action is challenging and addictive. The difficulty level is nicely pitched so you seem to get a little further into the game each time, and there are ten levels to beat.

If you're after a combat game with a difference, this is worth taking a look at.

OVERALL 80%



OPERATION WOLF SEGA

Take the role of a super-tough commando and blast your way across an horizontally scrolling enemy landscape using your brother's gifts to aim your gun.

There are loads of enemy soldiers, tanks, boats, heli-copters - in fact anything they can throw at you - and they're all out to get you, so make sure you're quick with your trigger finger.

Combining good graphics and solid, challenging action, this is an arcade conversion that should be checked out by all Sega shoot 'em up addicts.

OVERALL 88%

OUT RUN SEGA

Take the wheel of a Ferrari and drive down the highways of America in this conversion of the classic arcade machine.

Although the 3D update isn't particularly smooth, the graphics are colourful and the gameplay is as addictive as the original coin-op. There are a variety of different ways of finishing the game, and it'll take quite a while to do them all.

If you're a race fan, take the one for a spin.

OVERALL 80%

OUT RUN 3D SEGA

Looks and plays almost identically to the non-3D version, but has the additional bonus of effective 3D.

Outrun 3D is about the best 3D glasses game around - and should therefore be put at the top of your shopping list (as long as you've actually got a pair of 3D glasses).

OVERALL 81%

PAPERBOY



PAPERBOY SEGA

Paperboy is a conversion of the popular arcade game of a few years back, and casts you as a newspaper delivery boy who is round taken him to the wind (side of town).

The Sega conversion explains all the humor, originality and playability of the arcade machine. It seems very straightforward at first, but once mad dogs, nutty street dancers, runaway trolleys and even rogue drivers enter the fray things start getting very tough indeed. It's great fun trying to get all the papers in the mailboxes, but the best part of the game is causing as much damage to non-subscribers' properties as possible!

With its fantastic graphics and faithful arcade tones, Paperboy should find a place in any arcade fan's coin-jug collection.

OVERALL 88%

PARLOUR GAMES SEGA

Containing a variety of 'parlour' type board games, this sounds like it might be fun, but in reality it's all rather dull. The games included in the package aren't really ones you'd play if you had them - they're all rather too simple. Maybe this is one for the younger Sega gameplayers?

OVERALL 47%



PENGUIN LAND SEGA

Penguin Land, not surprisingly, casts the player as a little penguin who is stuck at the top of a glacier of ice cubes with an egg. The idea of the game is to guide the egg down each glacier without breaking it by dropping it too far. The other hazards take the form of arctic beasts such as polar bears, who threaten the flightless avian as well his egg.

This is a decent little action/puzzle sort of game, made more jolly by the cute and colourful graphics. Unfortunately, the gameplay isn't powerfully addictive stuff, so it's probably most appealing to younger Sega owners.

OVERALL 68% PHANTASY STAR SEGA

A sprawling RPG, this game enables you to take the role of Alis, a girl bent on revenge following her brother's death. Her bigger objective though is to locate the three planets from the evil clutches of Lunia. Along the way you'll meet times other characters who can actually join your looting party. The action is controlled via an easy to use menu drive of system.

RPGers should seek out Phantasy Star immediately. It offers a great depth of gameplay, decent graphics and a good challenge. People who are really turned on by role playing games should look elsewhere (try WS for starters) and the hefty, pocket burning price tag (forty quid) is enough to put any one off the game.

OVERALL 75% POSEIDON WARS 3D SEGA

As the name suggests, this is a 3D electro-space game, which puts you in the middle of a naval war. Sink as many of the enemy boats and battleships scoring across the horizon as possible, and zap any aircraft swooping overhead.

The hostile sprites don't whizz out of the screen, and the 3D space only provides the illusion of ships dipping across the screen at different distances from the player. The action is quite basic shoot 'em up stuff too, so all in all, this isn't a particularly stunning game, even with the added dimension.

OVERALL 55%

POWER STRIKE SEGA

Here's a novelty - a vertically scrolling shoot 'em up from the Sega! Take your all-terrain death-mobile through six levels of laser death with some of the best top-on weapons yet seen in an 8-bit Sega game. There's the likes of Pulse Cluster Beams (the big standard weapon) and Directional Shot, Wild Gun, Laser Cannon and Rolling Fire (they're all special weapons)! Power chips are just the business for powering up your beam.

The fast and frenetic action of the game is what really sets it apart from other Sega games - only when the screen is jam-packed with sprites does the game slow down to any noticeable extent. At the moment, Power Strike remains the best vertical shooter around.

OVERALL 90%



PRO WRESTLING SEGA

Pro Wrestling on the Sega offers you the chance to get into that ring and fight it out against huge, grotesque, sweating muscle-mountains. The popped becomes your means of attack and a number of wrestling moves have been crammed into the game! You'll need them, as the opposition have no qualms about mercilessly kicking your 'riled' in.

This version of the old grappling game features some very nice presentation screens, but unfortunately the graphical competence doesn't extend to the game itself where the sprites are ill-defined and the backdrops not much better. The sound is pretty awful, but it's the very awkward control mode that really seals this game's doom. Alas, unless you're a real die-hard grappling fanatic:

OVERALL 46%

PSYCHO FOX SEGA

Adopt the mantle of Psycho Fox for this jolly, mega-acute platform romp. In what must rank as the Super status of the Sega world, Psycho Fox travels around the horizontally scrolling stages using his mega-powered punch in order to dispose of any nasty meemies who cross his path. On his way around the platform play-fields, Psycho may find special transforming sticks that change him into either a monkey, hippo or tiger - each has its own special characteristics.

Featuring plenty of extra rounds and hidden bonuses Psycho Fox ranks as probably the greatest all-out arcade platform game seen on the Sega Master System. Need we say more? I think not - just go for it!

OVERALL 92%

QUARTET SEGA

Sega's fairly unimpressive can-op only really took off on the arcades because it copied Atari's idea of simultaneous four-player action. However, this effort takes our heroes across horizontally scrolling platform screens where they blast any aliens who dare cross their path. Of course, in this Sega conversion there's no chance of four players taking part simultaneously (but instead two can play at this game (shouldn't it be called Duo?) and choose their heroes from the original band of four.

Unfortunately, the Sega version of Quartet is pretty tedious. The backdrops are fairly interesting, but the sprites and sound are both unremarkable. However, the thing that really lets the game down is the complete lack of variety between each level. If you've seen one level, you've seen them all.

OVERALL 64%

RAMBO III SEGA

Until Operation Wolf came along, this was the only Operation Wolf type game on the Sega. You play the eponymous muscle-bound 'Nam vet, on a mission to rescue your old pal Colonel Trautman from terrorist forces in Afghanistan. So plug in your tight gun and get blasting at the soldiers who constantly pop up in front of you, and the tanks and helicopters which take pot shots from the distance.

Great graphics and bloody good (or good bloody) gameplay make this one of the best Light Phaser games out. If you're a Light Phaser owner who is desperately seeking a bit of Wolf game then go for Rambo III, but - if you haven't got one then go for the real McCoy.

OVERALL 89%



R-TYPE

SEGA

Take your R&R fighter out into eight levels of horizontally scrolling madness, where the main object involves blasting the hell out of the assorted minions of the Bydo Empire, with an assortment of bolt-on weaponry, including the Paria. The detachable arm protects your fighter from the other in front or behind and can be powered-up itself with a number of attachments including reflective laser fire, ground-hugging destructive photons and a lot more besides.

R-Type on the Sega is fab, with all the levels of the arcade and a number of secret bonuses. However, although it's got a great line in playability, the sprites sometimes tend to suffer from chronic flicker - especially when a lot is happening on screen. Still, shoot 'em up fans should seek this out immediately!

OVERALL 84%

RAMPAGE

SEGA

Invasions the streets of New York as a ten-storey high mutant, and use your colossal power to wreck everything in your path! Three monsters are available (namely King Kong, Godzilla or a giant toad), and two can play at the game of destruction at the same time! But the humans aren't very happy with your terror-inflicting ways and have dispatched airborne squadrons to blast you into oblivion. Luckily, hungry monsters can top up their energy bars by eating people!

Rampage was a great laugh in the arcades - mainly because it was so fun to be the bad guys for a change! All the fun of the monster con-ops is there to be savoured, with great graphics to boot. Highly recommended.

OVERALL 85%

RASTAN

SEGA

Take control of the sweetest barbarian of them all - Rastan. Unfortunately, he's not at all happy at the moment, because nearby Kriegers have robbed him of his kingdom! Pausing only to collect his enormous sword, Rastan sets out on a huge vendetta, killing any nearby enemy minions who get in his way across the multi-directional scrolling landscapes.

The Sega version of Rastan isn't too shabby 'em up, and remains quite faithful to the arcade, but unfortunately, the graphics are a bit fuzzy. The gameplay is quite challenging though and should keep and sword sencers quite involved for along time.

OVERALL 79%



RC GRAND PRIX

SEGA

Up to five players can participate in this scrolling race track (but not at the same time) where the aim is to race around the track and beat the other computer-controlled buggies. Once you've won, you're awarded loads of lovely telly which you can splash out on new, higher performance parts for your pint-sized racer.

RC Grand Prix is a very playable game which plays at a very high speed. The graphics aren't amazing but suit the game, and there's hardly any sprite flicker whatsoever! However, although there's a fair few tracks, it won't take forever to complete them all and after that, there's not very much to keep you coming back for more. Recommended to younger Sega owners.

OVERALL 70%



RESCUE MISSION

SEGA

Dart down your trusty Sega Light Phaser and ready yourself for a challenging game of target shooting. The object is pretty simple: A soldier travels along a red-way track and it's your job to defend him with your light-powered beams. Various meemies travel around the screen and it's their aim to do away with the soldier hero. It's your job to just keep blowing them all away! *Rescue Mission* comes highly recommended, combining graphical excellence with infuriatingly addictive gameplay. The action is slick and fast and should keep you blasting away for ages. Go get it, you'll love it!

OVERALL 82%

ROCKY

SEGA

After Rambo, Sylvester Stallone made a further appearance on Sega screens in the role of his mummy-buster. There are three hard-hitting opponents to take on in this fighting game, using the joystick to provide hooks and crosses, and some duckin' on down too.

The graphics in this one are quite spectacular for a Sega, but where the game falls down is in the usability stakes. Three opponents isn't enough to keep you occupied for months on end, especially as the simple control method makes it easy to become very good at the game very quickly. If there was more game for your money this could have been a contender, but *Rocky* just doesn't last the full 60 rounds.

OVERALL 62%

SCRAMBLE SPIRITS

SEGA

Take your WWI fighter across land and sea, machine-gunning your way through oncoming enemy squadrons and putting the touch to battle ships and aircraft carriers. Extra help comes in the form of bi-wing planes, which fire in different directions, and can be programmed to fly into troublesome enemies, kamikaze-style.

This is a one or two player conversion of an extremely obscure coin-op which was one of Sega's few arcade failures. The exceedingly bland gameplay is marred even further by tedious, flickering sprites and the "power-ups" are fairly pitiful too. Unless you're really desperate for a vertically-scrolling shoot 'em up, this isn't worthy of consideration.

OVERALL 49%

SHANGHAI SEGA

Another one of those ancient oriental games, *Shanghai* is a sort of patience game played with tiles. There's a huge pile of these things, and you've got to remove matching pairs of them and completely clear the table. It might sound easy, but it's not, because you can only remove tiles horizontally, and quite often pairs are covered by other tiles.

Shanghai is one of those games that doesn't look very impressive, but keeps you coming back regularly after game. It's really therapeutic, and is a great way to relax your brain after a hard day's work.

OVERALL 88%

SHINOBI

SEGA

You're Joe Musashi—a mean, black-clad naga dude who must travel the horizontally-scrolling levels using your ninjitsu skills to take the baddest and rescue the kidnapped ladies. There's also a shuriken shooting range in there, where our hero chucka-death-stars at the evil henchmen. Six sealed arch villains also make an appearance, and a different beat 'em tactic is required to dispatch each one.

Shinobi is a great conversion of a decent coin-op, with lovely hours of beat 'em action jammed in. *Shinobi* has great graphics and jam-hot playability, and since there's hardly decent Sega beat 'em ups available, there's no excuse not to add this to your collection.

OVERALL 87%





SHOOTING GALLERY

SEGA

This is the cartridge you used to get with the Sega Light Phaser, and features three different shooting games. Zap targets in a police-style firing range before they spin around and disappear, down clay pigeons and zap small animals in a jungle scenario.

The graphics are colourful and detailed in all three sections, and although the games are fairly basic, they do provide enough decent entertainment to warrant the expense. Worth a go.

OVERALL 70%

SLAP SHOT

SEGA

Take control of a whole ice hockey team and using your amazing jockeyed skills, beat the opposing team by getting more goals than them. The on-ice action is displayed on a horizontally scrolling playfield, whilst shots at the opposing goal are presented in a more appealing 3D one-on-one manner.

Both one and two player options are available in this offering, and generally speaking, Slap Shot plays a very playable game of ice hockey. The graphics may not be totally awe inspiring, and the sound is even worse, but in two-player mode, Slap Shot is a great laugh. Check it out.

OVERALL 82%

SPACE HARRIER

SEGA

Take off and battle aliens who've invaded the beautiful Fantasy Zone in this 3D shoot 'em up. The basic gameplay is exactly the same as the highly successful Sega shoot-up of several years ago, but there are new aliens to blast into oblivion.

The 3D isn't top bad, and the colourful sprites and backdrops makes this game look very attractive indeed. However, the gameplay gets pretty dull after a while due to the lack of variety. You just keep on flying and shooting. If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else, the novelty will wear off very quickly.

OVERALL 77%

SPACE HARRIER 3D

SEGA

Space Harrier 3D is almost identical to the above version, but works with 3D glasses. It's one of the better 3D games around, and should be tried out.

OVERALL 78%

SPELLCASTER

SEGA

Another of Sega's RPGs, though unlike Y's and Ultima, this does feature a fair bit of arcade action. The object of the game is to rid the land of a despotic ruler, and to this end, you have to travel from place to place, seeking information as to his whereabouts, as well as sacred weapons and magical powers. After assessing clues, and choosing a relevant destination on the map, the screen switches to a sort of sideways scrolling beat 'em up, which follows the hero as far as the boss at the end of the level, which of course, he has to eliminate.

This beat 'em up bit is actually pretty good, and that, and the basic decision making element make this very easy to get into. It is especially suited to borderline players who've had enough of shoot 'em ups and want something a little more mentally taxing without actually going all the way to the real D and D stuff of Ultima.

OVERALL 84%

SPY VS SPY

SEGA

The devious game of low-down, devious dirty tricks into the Sega - and it's a goodie! The object is to infiltrate a secret complex, find some secret papers and then make an exit via the secret airport. The only thing stopping you from completing the task is another spy intent on doing exactly the same thing! You've got to stop him and can do so in one of two ways. Firstly, you can club him into submission or badly trip some of the surroundings.

Spy vs Spy strikes as a classic two-player game which won't set the world alight with either its visuals or sounds, but scores extremely highly in the playability department. Our advice is to check out this top-notch offering, pronto!

OVERALL 88%

SUMMER GAMES

SEGA

Summer Games features five events: the 100m dash, shot put, vault, gymnastics, 100m freestyle swimming and the high dive. Each can be completed in turn, or can be played separately. Points are awarded for performance, with the medals being claimed out for first, second or third place.

Summer Games is a real disappointment. The graphics are small and have little detail, and the backdrops are bland beyond belief - surely there was scope for some amazing animation here. The gameplay is very dull, most events requiring simple button-bashing to succeed, and those that don't are easily mastered. Even if you're a big fan of sports simulations, you'll more than likely find this very disappointing.

OVERALL 41%

SUPER MONACO GP

SEGA

Though it shares its name with Sega's super 3D road racer coin-op, this isn't a conversion, strictly speaking. It has similar up-up-the-road action, but the main difference between this and its arcade namesake is the split screen which allows two players to race head-to-head - a real innovation which puts Super Monaco GP way ahead of the other Sega driving games.

There are a selection of tracks, original and gear-boxes (automated to 7-speed, which is most difficult to control but provides the best acceleration) and you can even tinkie with the car's handling and suspension to customise it to your own driving style.

Graphically this is very good - fast and effective 3D and body sprites - and it plays well too, even in single player mode in which you race against a field of ruthless computer-driven cars. If you're after some hard-driving thrills, forget the rest - this is the best!

OVERALL 92%

SUPER TENNIS

SEGA

The first of Sega's tennis games sees you slugging it out in a court battle against a human or computer opponent. It's the usual case of ball-bashing, shovelling as you try to rack up the points to win sets and matches. There's not really a whole lot more to the game than that, not that you would expect much more from a tennis game.

This being quite an oldie, the action is a tad basic, with no graphical frills or fancy gameplay touches to liven things up. Though it is reasonably playable for a while, it's certainly no match for the more recent Tennis Ace (reviewed below).

OVERALL 69%

TEDDY BOY

SEGA

Become the quiff-toting hero on a mission to rescue this lost love in this platform leap-out-with-beat-'em-up overtones. Watch out for any nasty platform-divers on the way though, because quiff-toting heroes are great characters round their way, especially barbecued.

This was never the most outstanding Sega release, but now it's doing the rounds with a price tag of a tenner, it's not such a bad buy. The graphics are cute, and the gameplay, while it's not fiendishly exciting, is decent enough fun for a bit few hours. A nice little potboiler.

OVERALL 69%



TENNIS ACE

SEGA

In the Sega tennis stakes, it's game, set and match to Tennis Ace. Whereas Super Tennis has no extra bits to speak of, Tennis Ace lets you choose to be one of 16 players (all of whom have their own strengths and weak nesses) - and you can then play a singles or doubles or a hit-and-run match on lawn, clay or concrete courts or start a tournament (which has a passward save option to let you restart a competition from where you left off). As well as being able to compete with a human opponent, you can of course play against computer players (or even, in a doubles match, have a computer partner).

The graphics in the game are as good as a view from above tennis game could be, but you also get close up simulations of each service. The sound isn't best either, and as well as jingly tunes, the Sega even attempts to speak a few simple-like line calls. The game-play itself is uncomplicated, but the joystick buttons do provide forehand and lob shots, and if you can get in the right position you can even perform smashes.

One of the better Sega sports sims which should keep any tennis fan happy when the municipal court is under six feet of water.

OVERALL 80%

THUNDERBLADE

SEGA

Take to the skies in a combat chopper and fly solo against an entire enemy army in this 3D con-op conversion. Containing both first person and horizontally scrolling sections, there are plenty of aerial and ground targets to blow away - but be careful out there, they're out to get you too!

Thunderblade must have been a pretty risky con-op in-concept, but the programmers have managed to capture it pretty successfully with this conversion. The graphics are good, the gameplay is challenging and it provides plenty of entertainment for any shoot 'em up fan.

OVERALL 80%

TIME SOLDIERS

SEGA

The evil Cy-land has transformed five Earth Command Troopers into red balls and sent them into the time vortex to be guarded by various historical boogymen. You (and a friend, this being a two player game) must travel the chrono streams to each trooper's location in space and time. Blast away the monsters and warriors of the period, then ruck the head baxel to release your comrade. You start off armed with bazookas, but if you collect the right icons you can stock up with three-way missiles, rocket launchers and speed-ups.

If you were even a lover of the (rather obscure) Time Soldiers con-op, you'll be pleased to hear that this is a pretty good conversion. The graphics are drab, but nicely defined, and the Command-style action is fun - even more so with two players. Shoot 'em up fans should certainly get their fair share of yikes out of this.

OVERALL 73%

TRANSBOT

SEGA

This elderly shoot 'em up gives you control of a Trans-former-style robot who is swamping poor alien land-scapers, tapping away at all sorts of alien ships. Shoot ships leave behind letters which provide alternative weapon systems for our plucky automaton, making the hot-reload-less a little easier to cope with.

This early Sega shooter was a bit basic compared to more recent ones such as R-Type, but at least there are extra weapons on there to keep a bit of variety. The other plus is that it now sells in Sega's ten quid range, so it's well worth rooting out if you're short on moola.

OVERALL 75%

ULTIMA IV

SEGA

After enjoying vast success on various computers, this award RPG was converted to the Sega Master System - and very successfully too! This storyline involves you being dragged into the inter-dimensional realm of Eternia to help Lord British and his divine/magic master defeat the evil at work throughout the land.

You have to lead the four characters in your party around castle dungeons and through towns, woods and marshes, utilizing the help of friendly beasts along the way, and putting bandits and monsters to the sword. Dead guys leave behind treasure which lets you buy new gear in the local armourer's and pay for food, grog and information at the tavern.

Though this scores quite low on the graphicsometer (apart from the occasional scene setting pic), it has weeks, nay months of gameplay packed into its chips, and a battery-backed game save (off if you're playing in your state of heaves, get hold of Ultima IV fast).

OVERALL 89%

VIGILANTE

SEGA

Hecky-mek, someone's kidnapped Madonna! No, not that Madonna, stupid, but your girl - who unfortunately happens to be kidnapped with the same moniker. It's not just a case of going up and asking for her back, oh, no, no, you've got to get out there and beat the

shiny shades out of him! The whole thing is one big horizontally scrolling beat 'em up, with you taking on the rampaging hordes of psychotic out-thugs single-headed.

The level pans up from which this is taken was nothing outstanding by any stretch of the imagination, but the audio-visual side of it was a touch on the nice side. The Sega version manages to retain most of the coin-op's graphics and sound, even if the sprites are a bit on the flickery side, and the spot FX are a little noisy. The playability remains the same, however, which is the important thing, so if you're after a not-too-tiring beat 'em up, here's a look.

OVERALL 80%

WANTED

SEGA

Some real no good wannabes have been a-spinnin' up trouble in downtown Tombstone, a tall, an a-pluggin' in - generally not being very nice at all.

The low-down on how this fella's turned chicken and bean run out of town, and you're the community's only hope. Besides, there's a reward of four bags of gold in it for you. Adding up your buns you ride into Tombstone, gun cocked, ready for the bust-ups.

If you've been on shopping gallery style games, this is worth taking a look at. It's by no means a brilliant game, but if you're after a something to use with your light gun (and don't forget, this doesn't work with a joystick), you could do a lot worse than this.

OVERALL 70%

WONDERBOY

SEGA

It's time for you to get out of your pants, bung on your happy end and get out and save Wonderland from the evil forces of darkness!

It's a horizontally scrolling platform jumper (very much along the lines of Nintendo's Super Mario games), with some of the strongest badies you could ever wish for in a game! Contact with these depletes your energy, but this can be replenished by collecting fruit. Stone men and stoneboards can also be picked up, with which you can dash out some serious monster mashing!

Although this is starting to show its age a little, and is a little on the repetitive side, Wonderboy is still a whole bundle of fun, with lovely graphics and a jolly soundtrack to add to the appeal.

OVERALL 80%

WONDERBOY III

SEGA

Curled, stretched and deformed, Wonderboy's latest incarnation sees him trying to reverse him from a Dragon's curse that means he's going to turn into a man-eat-

gon. This quest takes him through many levels of platform-infested multi-directional scrolling chaos.

Wonderboy III has to rank as one of the greatest Master System games ever! It has a look and feel slightly reminiscent of the Nintendo Mario series (no bad thing), and a depth of gameplay second to none. There's always something new to discover, be it a key to a previously locked door or even a secret room! Couple that to the sheer vastness of the quest and Wonderboy III is "stereo" status is assured. All in all, a very slick Sega product with universal appeal. Make sure it's in your collection. NOW!

OVERALL 96%

WONDERBOY IN MONSTERLAND

SEGA

The second in the series, this is more along the lines of an arcade adventure than the original, but is still a whole bundle of lefts. Again, it's a horizontal scroller, but the graphics have been ignored, and Wonderboy's even got a suit of armour!

Loads of dragon-breathin' equipment can be brought from shops along the way, if you've got the cash - which can be collected from recently deceased monsters!

Better than the first installment by a long shot, Wonderboy II is a game that'll have you clamped to your seat for absolutely ages, but isn't a game that you'll complete in a hurry. Highly recommended.

OVERALL 87%

WORLD CUP ITALIA 90

SEGA

World Cup Italia 90 can be played by one or two controllers, and is divided into three sections. The penalty shoot-out, a one off match option and The World Cup is the main event, with all six groups represented and all the teams from this year's event.

It certainly looks good when you load it, since it features some excellent presentation screens. However, when you play the game itself, disappointment is the order of the day. The graphics are dreadful and the play is so free, you've got no room to manoeuvre.

Control is very poor - you can plough through the opposition, shoot diagonally and stick it into the net easily! And that's not all. The graphics are all out of scale, the men are nearly as big as the goals, the ball movement is utterly unrealistic and the sound is dreadful.

In fact the only thing that's a good is the penalty shoot-out. If you haven't got a football game, get the next best thing (and cheapest) World Cup Soccer. Otherwise we're sorry for anything better.

OVERALL 48%

THE WORLD'S BEST CONSOLES MAG!

MEAN MACHINES

£1.75

NO 3 DEC



THIS MONTH'S SPECIALS:



SUPER HORROR OF REVIEW
-BRIAN'S DOLBY DIGITAL
FOUR NEW GAMEBOY GAMES
MADE ON CD-ROM
SEVEN PAGES OF MEGA TIME

SEGA



SEGA DRIVE



SEGA 4000



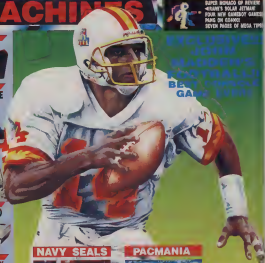
NINTENDO



GAMEBOY



EXCLUSIVE!
JOHN
MADDEN'S
FOOTBALL
BEST CONSOLE
GAME EVER!



NAVY SEALS



HIGHLY EXPLOSIVE
COMMANDO ACTION!!!

PACMANIA



PACMAN IS BACK IN
HIS BEST GAME YET!!!

FREE!!!
DOUBLE-SIDED
POSTER
CALENDAR!

WORLD GAMES

SEGA

This Cypre four-event sport sim takes you (and up to eight players) on a tour of the world, taking part in such jolly capers as bog-rolling in Canada, bull riding in Texas, barrel jumping in Norway and water tossing in Sweden.

After the absolutely amazing California Games, World Games comes as a complete disappointment. The original computer version had twice the number of events, and to make it worse, these four are probably the worst of the bunch.

Although graphically pleasing, with some nice colourful sprites and backdrops to create the right atmosphere, this is simply not enough game for the money, and what is there soon becomes very tiring. Your best bet is to leave this one well alone.

OVERALL 50%

WORLD GRAND

PRIX

SEGA

As if you would be Alex Proton had better strap yourself in, and get yourself ready for a screen around the track in this Old Run perspective Formula 1 racer. There are loads of tracks to choose from, with some of the world's most famous coaches making an appearance, but there are quite a few computer controlled drivers out to take the chequered flag!

The graphics are pretty good, if a little flickery now and again, but the overall result is quite effective. The sound is reasonable enough, with the sound of tyres ripping about the corners, and the game itself is a challenging and enjoyable racer which will appeal to fans of the genre.

OVERALL 81%

Y'S

SEGA

Sega's first real role-playing game was this one, which gives you the heroic task of securing fantastic worlds for the lost books of Y'S. On the journey you come across an assortment of other characters, some of them helpful, most of them dangerous, all of whom you can communicate with or fight against. Magic spells and mystical weapons are your only defence.

This really is a huge game, but luckily, there is a fairly game save option to make things easier. The graphics are slightly better than Ultima's character sprites, making this look a bit like Nintendo's first Zelda game. The emphasis is heavily on the role-playing though, so it doesn't really have the same universal appeal.

OVERALL 88%

ZAXXON 3D

SEGA

Remember Zaxxon? The first fixed perspective coin-op, which was praised more for its fancy graphics rather than the uninspiring gameplay. Well, forget all that, as this 3D version (utilising the also rather uninspiring 3D glasses) takes a behind-the-ship viewpoint, with all the enemy spacecraft towards you at a great distance. The problem with this is that some things are obscured by your ship, leaving you eating lead and not knowing why!

This, matched with the rather amazing graphics and sound, and the rather dull gameplay, make this a game to leave well alone, even if you're the most avid Zaxxon nut going.

OVERALL 32%

ZILLION

SEGA

The first impression you'll get of this is a sort of impossible Mission variant, featuring an athletic sort of guy armed with a laser pistol, out to put paid to an evil scientist's plans for world domination by entering his base, evading the many robot guards that are scattered about, and collecting the codes that will result in the base's destruction.

The thing is, when you actually get into the game, it falls down on the factor that you have to keep track of all the codes required, which means you have to keep stopping the game, scribbling down the code, and carrying on, resulting in a very frustrating time all round. If platform games are your thing, take a look, but be prepared to spend a long, very hard time playing.

OVERALL 71%

ZILLION II

SEGA

Following on from the original, Zillion II is essentially more of the same, with loads of add-on weapons for more role-playing, but spiced up with an added prize sequence, and some nifty boss air specimen.

The graphics and sound have been toned up a bit, but although slightly more enjoyable than the original, Zillion II is not exactly going to set the world on fire by any means. If you enjoyed the original, however, you'd more than likely enjoy this.

OVERALL 74%



TEL: 801-507-0500 FAX: 801-507-1700

| | |
|-------------------------------|---------|
| PC ENGINE PAL (inc 1 game) | £150.00 |
| SEGA MEGA DRIVE (inc 1 game) | £155.00 |
| ATARI LYNR (inc 1 game) | £120.00 |
| NINTENDO GAMEBOY (inc 1 game) | £90.00 |
| NEO-Geo plus joystick | £300.00 |
| SNES 2 Famicom (inc 2 games) | £150.00 |

WE STOCK LARGE AMOUNTS OF SOFTWARE FOR ALL CONSOLES

PLEASE DO NOT WRITE ON THIS PAGE

TO ORDER:
EITHER CALL THE DRODLINE OR
MAKE A CHECK/PAY PALABLE TO:

CONSOLE SUPPORT

AND SEND IT TO THE RIGHT ADDRESS

CONTACT: CARMEN BERNAL 194-771-5715

ALL PRICES INCLUDE TAX AND DELIVERY
HAWAII, GUAM ONLY

[illegible]

11

SENIOR CLASS: 1979
CO-OP PLACEMENTS:
WITH 3 CLASSES
MEMBERSHIP: 1979
COLLEGE
1979

Abstract

1. **Author:** [Name]
 2. **Title:** [Title]
 3. **Journal:** [Journal]
 4. **Volume:** [Volume]
 5. **Issue:** [Issue]
 6. **Page:** [Page]
 7. **Year:** [Year]



Followed with a 10-day waiting period, we performed the garage sale.

The following standards, metrics, and methods are used to assess the success of the program:

[illegible]

¹ *Revised and more refined the original in 1976 with minor additions and changes for time.*

Robert M. Hertzog, Department of Psychology, University of Illinois at Chicago, Chicago, Illinois 60607-7131; e-mail: hertzog@uic.edu



TECHNIQUES

Keywords: *Language of thought; mental grammar; mental lexicon; mental syntax*

NEW ON DVD

NINTENDO
GAMEBOY

GAME FILE

Handbo

1000

1. **Introduction**
 2. **Background**
 3. **Methodology**
 4. **Results**
 5. **Conclusion**
 6. **References**

Networks outside the core are categorized as:
 Disconnected or unconnected: 100% of the time
 Filtered outside the core: 100% of the time

© 2004 Blackwell Publishing Ltd *Journal of Internal Medicine* 255: 103–110

TELEGAMES,
Houston, Texas 77058
(713) 865-1100

Call the toll-free or phone number now
Visit www.1-800-4-A-RENTAL



HIGHSCORES

OK, you may not be a game addict, but you're a gamer with heart. The following have their respective achievements recorded for posterity. These are the high scores for the top 100 games.

SEGA

ACTION FIGHTER

9,900,980 Robert Wigston, Lanarkshire, Scotland

AFTERBURNER

17,404,100 Kenneth Rennie, Craighill, Livingston

ALICE KIDD (LOST STARS)

1,084,600 Dennis Watts, London

ALIBI SYNDROME

370,100 Daniel Curley, Manchester

ALTERED BEAST

770,608 Gavin Wainwright, Harlow, Essex

AMERICAN PRO FOOTBALL

685,700 Karl Clark, Cleveland

AS THE WARRIOR

1,580,800 Grant Wootenholme, Blackburn, Lancs

AZTEC ADVENTURE

287,100 Michael Goods, Cardiff

BLACK BELT

4,951,200 Carl Smith, Hemford Heath

BLADE EAGLE 3D

86,000 Richard Bell, Seddingdon, Surrey

BOMBEN MAD

1,315,000 M G Baker, East Grinstead

CALIFORNIA GAMES

HALPPPE: 36,750 Scott McCreath, Swindon, Wilt

FOOTBAG: 120,840

James May, Basingstoke, Hants

SURFING: 10.0

Robert Wigston, Lanarkshire, Scotland

SHATUNG: 6160

Robert Wigston, Lanarkshire, Scotland

RMX: 107,700 Robert Wigston, Lanarkshire, Scotland

FLYING COW: 1700

Anthony Leath, Haverham, W Midlands

CASINO GAMES

FRIBALL: 485,270 Karl Marsh, Oldham, Manchester

CROQUET

1,800,200 Robert Wigston, Lanarkshire, Scotland

DOUBLE DRAGON

1,054,700 Rory Millar, West Yorkshire

DYNAMITE DUX

788,250 Robert Wigston, Lanarkshire, Scotland

FANTASY ZONE

109,848,000 M G Baker, Grinstead, Sussex

FANTASY ZONE II

9,241,980 Jon Evans, Walsall

GALAXY FORCE

427,400 Anthony Hillington, Midloth

GIANTSTER TOWN

805,780 Hywel Davies, Merthyr, Glamorgan

GOLDEN AGE

245 D James Nockle, Woking

GHOST HOUSE

1,248,500 James Doherty, London

GLOBAL OFFENCE

845,180 Anthony Poot, Walsall

GREAT BASEBALL

28-01 Robert Garmann, Bedford

GREAT BASKETBALL

80-0 Stewart Cole, Harborough, Leics

GREAT GOLF

50 Colin Boyce, Australia

HAND-ON

6,500,284 Euan Matheson, Hampshire

KONSCIDER

955,180 Michael Goods, Cardiff

MY HERO

15,645,500 Mark Pollock, Australia

OUT RUN

55,120,480 Richard Elliott, NSW, Australia

PENGUIN LAND

Level 22 Steven Gwynne, Harfield, Wilt

POWER STRIKE

69,242,300 Paul Stokier, Aberdeen

PRO WRESTLING

657,000 Tim Butler, Victoria, Australia

QUARTET

3,176,870 Gareth Wynn, Bristol

RAMBO II

59,350 David Barnes, Newcastle, Cumbria

RAMPAGE

821,800 David Sinden, Norwich

RASTAN

1,451,190 David Buckland, Bristol

RESCUE MISSION

675,500 Christer Holm, Finland

RHYME

7,873,400 Scott McGinn, Garsdon, Wilt

SAFARI HUNT

2,344,300 Barnaby Singh, Peterborough

SECRET COMMAND

3,315,500 Julian Lloyd, Livingston Spa, Wilt

SHINOBI

1,000,700 Mark Pellow, Oakes, Australia

SPACE HAWKEN

45,144,160 Matthew White, Oldbury, W Midlands

SPACE HAWKEN 3D

22,100,110 Gareth Potts, Thirsk, N Yorks

THUNDERBOLT AGE

2,701,000 Alexandre Thimery, Belgium

WALLAHE

198,700 Stephen Pope, Chelms, Lancashire

WONDERBOY (SCOTLAND)

15,005,000 William Wong, N Blackpool, Cheshire

WONDERBOY II

805,988 Andrew Bowley, Leicester

WORLD SOCCER



40 D John Mann, Garsdon, Wilt
22,100,110 Gareth Potts, Thirsk, N Yorks
2,988,800 Paul Wheatley, Macc

MEGADRIVE

AFTERBURNER

37,451,500 Daniel Sullivan, County Kerry

ALTERED BEAST

2,988,800 Paul Wheatley, Macc

BATMAN

481,700 David Park, Garsdon, Wilt

COLUMBUS

26,270,844 John A Barry, Radcliff

DU RIGY

8,005,700 Jonathan Tabor, Sheffield

FINAL BLOW

5,100,000 Graegal Mearry, Aylesbury

PONG OTTEN WORLDS

1,845,000 Robert G Lloyd, Livingston, Hants

GHOSTBUSTERS

10,827,000 Matt Powell, Haverham, South Hampshire



SCORPION **SECTOR** 1
£12,300 David Sullivan,
Glasgow

GOLDEN AXE
£71.8 David Williams, London

MOONWALKER
£9,575 Peter Allport, Surrey

NEW ZEALAND STORY
£23,250 Nigel Weston,
Widnes, Cheshire

RAMBO II
1,237,550 James White,
Widnes, Cheshire

SPACE HAMMER II
£700,000 Les Rayle,
Barnes

SUPER HANG-ON
Beginner: 55,457,550

Amateur: 55,457,550

Expert: 55,457,550

SUPER MONACO GP
4,575 Peter Allport, Surrey

SUPER SHING II
5,995,500 Daniel Sullivan,
Glasgow

THUNDERFORCE II
£240,000 Paul Brydow,
Brixton, Kent

THUNDERFORCE III
£875,000 (Marie level)
Helen Trever, Taunton,
Somerset

300M
£29,240 Andrew Croft,
Dorchester, West Yorkshire

NINTENDO

BALLDOM FIGHT
£95,400 James Norris, Tottenham, London

BATMAN
487,200 Edward Robert,
Salford

CASTLEVANIA
1,228,350 Gary Thorne, Pinner

DUCK HUNT
2,135,000 Carl Ellis, London

GOLF
55 Tim Weinberg, Halmstad, Sweden

ICE CLIMBER
£98,550 Matthew Peckley,
Australia

KUNG-FU
1,221,800 Neil, Hastingborg, Sweden

GHOSTS AND GODS
303,400 Steffen Stehval,
Norway

GRABUS
18,000,000 Danny Stevens, Stratford

LIFE FORCE
845,700 Gordon Stehval,
Norway

MEGA MAN
3,285,100 Adam Walsh,
Hyde

OPERATION WOLF
1,111,400 James Short,
Hants

PRO-AM RACING
£177.8 Tim Sadler, Woking, Surrey

RUTH W. ATTACK
2,202,700 Stefan Stehval, Norway
SUITE BLAND EPISODE
£380,000 David Hill,
Rush, Wokingham
SUPER MARIO BROS II
Compared James Teleson,
Southwell, Mores
SUPER MARIO BROS II
£1,085,750 (completed)
Henrik Eriksson, Stockholm, Sweden
TEENAGE MUTANT NINJA TURTLES
100,000 David Jones,
West Midlands

GAMEBOY

BATMAN
245,350 Matthew Simpson,
Glasgow

SUPER MARIOLAND
£68,800 John Vossell,
Farnley, Mansfield

TEENAGE MUTANT NINJA TURTLES
126,100 Leo Young, Mallow, Ireland

TETRI
£11,827 Gareth Hargreaves,
Co Londenbury, Wokingham

QUARTH
1,450,000 John Hargreaves,
Co Wex

PC ENGINE

AQUA CRUISE
£10,301,500 Steve Cresswell,
Dorking, Surrey

ALTERED BEAST
£78,000 Anthony Bird,
Dorchester

ATOMIC ROBO-KID
15,485,100 Stephen Simpson,
Glasgow

BLOODY WOLF
£279,500 James Oves,
Bury, Cheshire

CHAM AND CHAN
£300,000 Stephen Simpson,
Glasgow

DEEP BLUE
£21,225 Steve Cresswell,
Dorking, Surrey

DINKY CRASH
£48,000,000 Bryan Stevens,
Riverside

DRUNKEN MASTER
£60,000 Bryan Stevens,
Riverside

DRAGON SPIRIT
£1,000,000 Andrew Cresswell,
London

FANTASY ZONE
£,575,445 Danny Glegg,

Wokingham
GALAGA III
1,420,450 Bryan Stevens,
Riverside

GUIN
14,502,100 Andrew Hargreaves,
Co Wex

PLAN
£20,000 Richard Lough,
Co Wex

LEGIONARY AGE
£,577,000 David Hargreaves,
Glasgow

NINJA WARRIORS
£20,000 John Glegg, London

ONLINE
£28,450 Bryan Stevens,
Riverside, Hants

PC KID
£21,450 Justin Walton,
Glasgow

POWERPOINT
1,102,000 Matthew Smith,
Lancaster, Hants

R-TYPE
£73,000 Chris Lee, Nottingham

RASTAN II
152,400 Matthew Russell, Bedford

RAYLAND
1,113,100 Graham Price,
Sharnford, Nottingham

RICKS CH
£8,000,400 Neil, Hastingborg, Sweden

R-TYPE II
167,200 Neil, Hastingborg, Sweden

SHOGUN
£12,000 Peter Lynch,
Haverhill

SIDE-Arms
1,225,000 John Pignell,
Co Wex

SOME ONE II
£45,000 Martin Harris,
Ryton-on-Trent, Staffs

SPACE HAMMER
£5,907,000 James Oves,
Bury, Cheshire

SUPER STAR SOLDIER
4,731,000 Stephen Simpson,
Glasgow

SUPER WONDERBOY
1,000,000 David Stepper,
Shepton, W Yorks

TWIN HELIX
4,572,000 Paul Simpson,
Dorchester, Somerset

VICTORY RUN
18,000 Tim Glegg, Arther,
S. Lincolnshire, Surrey

VIGILANTE
142,000 Tim Morris, Sokes,
Co Wex, Staffs



2 GAMEBOYS UP FOR GRABS

Cori Crikey! It's the ultimate fashion accessory for the games-hungry arcade warrior of the nineties. It's cool, it's mean and plays like nothing else ever seen in the four known dimensions. What is it? The Nintendo Game Boy of course!

With totally fabby games like *Batman*, *Super Mario World* and the superlative *Tennis*, the Game Boy ranks as an essential purchase for all serious gamers. But with this cool compo, it could be YOU that one day wakes up with a super-groovy Game Boy jammed into your letterbox!

Pretty cosmic, eh? But that's not half the story. Thanks to those incredibly wonderful people at PC Engine Supplies we've got TWO Game Boys "up for grabs" and each comes with its own luxury Game Boy carrying case! But you've got to earn such a desirable item. First of all, have a bash at answering this set of probing questions...

1. The Game Boy is capable of displaying 4096 different colours. True or false?
2. Name a Game Boy game that has got Mario in it (clever code could come up with at least three...).
3. What's the name of the latest Nintendo console - just released in Japan.

Think you know the answers to those mind-bendingly difficult questions? Well, if you think you can hazard a

guess, then send your answers off to GIVE ME A GAMEBOY AND I'LL RULE THE WORLD COMPO, C+VG CONSOLE BOOK, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. But beware! If you don't get that compo off to us before 6th March then you'll have blown your chance of winning! Similarly, don't try the old multiple entry caper either, or else.



TOKYO JOE

2 William Clowes Street,
Burslem,
Stoke-on-Trent,
Staffs ST6 3AP

TOKYO JOG
 HOTLINE
 ORDERS ONLY

(0782) 575674
(0782) 836317

9.30-6pm
6.30-9.30pm

MON-SAT

**100%
MEGA DRIVE**

HAND HELD
PC ENGINE
GAME GEAR
SUPER FAMICOM
ATARI LYNX



NINTENDO
GAMEBOY

JOURNAL OF DOCUMENTATION

| | | |
|---|------------------|-------|
| SEGA MEGADRIVE (PAL) (14 95) | MOONWALKER | 34 95 |
| SEGA MEGADRIVE + JOYPAK + CRYSTAL 64 95 PAL MEGADRIVE (14 95) | DYNAMITE DUKE | 34 95 |
| MEGADRIVE COMB PRO + JOYPAK 34 95 | SLIPPER BROTHERS | 34 95 |
| JAPANESE MEGADRIVE (34 95) | ARCADEFLASH | 34 95 |
| MEGA-DRIVE COMB PRO + JOYPAK 34 95 | DANGER II | 40 95 |
| JAPANESE MEGADRIVE (34 95) | HELLFIRE ATTACK | 34 95 |
| MEGA-DRIVE COMB PRO + JOYPAK 34 95 | BLINDFIRE | 34 95 |
| JAPANESE MEGADRIVE (34 95) | HARD CORN | 40 95 |
| MEGA-DRIVE COMB PRO + JOYPAK 34 95 | U S BASKETBALL | 30 95 |
| JAPANESE MEGADRIVE (34 95) | S. MASTERS GOLF | 34 95 |
| MEGA-DRIVE COMB PRO + JOYPAK 34 95 | RAMBO II | 30 95 |
| JAPANESE MEGADRIVE (34 95) | SHOCKLOCK HOLMES | 34 95 |
| MEGA-DRIVE COMB PRO + JOYPAK 34 95 | NORTH STAR | 30 95 |
| JAPANESE MEGADRIVE (34 95) | FLYING GAMES | 30 95 |
| MEGA-DRIVE COMB PRO + JOYPAK 34 95 | ROB | 34 95 |
| JAPANESE MEGADRIVE (34 95) | RAIDERS | 34 95 |
| MEGA-DRIVE COMB PRO + JOYPAK 34 95 | RAIDERS | 34 95 |
| JAPANESE MEGADRIVE (34 95) | EXTREME | 34 95 |
| MEGA-DRIVE COMB PRO + JOYPAK 34 95 | GO-BOATERS | 34 95 |
| JAPANESE MEGADRIVE (34 95) | ALTIMA BLAST | 30 95 |
| MEGA-DRIVE COMB PRO + JOYPAK 34 95 | JOY JAMM | 34 95 |
| JAPANESE MEGADRIVE (34 95) | | |

LABORATORY INVESTIGATION

| ADAPTOR | 24/25 | FIR FIGHTER | 24/25 |
|---------|-------|-------------------|-------|
| | | ACTING ADVENTURE | 24/25 |
| | | PHANTASY SOAP | 24/25 |
| | | ALICE'S SYMPHONY | 24/25 |
| | | FANTASY SCENE II | 24/25 |
| | | THE HELIX | 24/25 |
| | | NAMED II | 24/25 |
| | | GOAT HOLLYWOOD | 24/25 |
| | | HOLLING THUNDER | 24/25 |
| | | SCULLIA | 24/25 |
| | | PIKE JEROME | 24/25 |
| | | LOOSELY TIED | 24/25 |
| | | ROSE | 24/25 |
| | | SUN SACKS | 24/25 |
| | | CRAYZIBLING | 24/25 |
| | | ELEVATOR ELECTION | 24/25 |
| | | CHIPS & DAISIES | 24/25 |
| | | SCANDAL COMMAND | 24/25 |
| | | MY TYLE CITY | 24/25 |
| | | DEAD POET | 24/25 |
| | | WHEELS | 24/25 |




[illegible]

1000

| | | | |
|---------------------|-------|-------------------|-------|
| PO THINGH BANG HELL | 34:11 | PRO WRESTLING | 33:55 |
| PO THINGH (PAL) | 18:55 | SPLATTER HOUSE | 33:55 |
| PO THINGH (SCANT) | 18:55 | PROFESSION BODICE | 33:45 |
| | | BRIDE FIGHTS | 33:45 |
| ARTMAN | 34:50 | OPERATION WOLF | 33:05 |
| AFTERBURNER | 34:50 | DER HART | 34:05 |
| B TUNE | 24:05 | SUPER STARBUCKS | 33:05 |
| VEGETABLE | 24:05 | FLIP FLASHER | 33:05 |
| WINDMILLION | 24:05 | SHOOTIN' ALL (CD) | 32:55 |
| HEAVY UNIT | 33:55 | MR. HALL | 34:05 |
| ARROW BLASTER | 38:00 | SPLATTER HOUSE | 34:05 |
| WILMA SPIRITS | 33:05 | ALAN LIND | |
| PAULAN S | 33:05 | ATARI LIND | 32:45 |
| KEYHOLE | 33:05 | GRAB | |
| FLUX | 33:05 | GLASS OF BLOOD | 29:05 |
| DEWL COASH | | GAUFLER II | 31:05 |
| SALON CRUSH II | 33:05 | OLIVE WORLD | 28:05 |
| WORLD BEACON | | FLUX | 28:05 |
| MOLLYBALL | 24:05 | ROADSLASERS | 28:05 |
| PT. CRUSH | 30:05 | Mr. O'Sullivan | 28:05 |

RESEARCH DESIGN

| | |
|-----------------------|-------------|
| NEO-DECPAL | 300.00 |
| NEO-DECO-DECAT | 375.00 |
| CAMELO | |
| MARSHALLS EASTWALL | |
| STRONG MOUNTAIN GOLF | |
| CRISTOFORU BALACOMBAT | |
| REPRO-REPO SUPERIOR | |
| REARWALLS FIRM | |
| DEPT. 100.00-00 | 100.00 EACH |
| GAMT NEWS | |
| FILE | |
| SUPER MORGANIS | |
| COLUMBIA PERIOD | 275.00 |
| JOHN | 44.00 |
| SUPER PREDATOR | |
| FILE | |
| SUPERIOR WORLD | |

Keywords: child sexual abuse; disclosure; social support

| CLIMBING | |
|-----------------|-------|
| CAMPBELL | 25.00 |
| MAJOR LAMB | 25.00 |
| CARLISMA | 25.00 |
| ELMER | 25.00 |
| SCOTT | 25.00 |
| WATT | 25.00 |
| CONSTITUTION | 25.00 |
| ROCKBURY | 25.00 |
| ROBERTSON | 25.00 |
| R.F.L. | 25.00 |
| DRINKER | 25.00 |
| WILLIAMS | 25.00 |
| LAST BATTLE | 25.00 |
| CHURCH & CHURCH | 25.00 |
| WILLIAMS | 25.00 |
| SPENCER | 25.00 |
| THOMAS | 25.00 |

SUBSCRIBE!

We've had literally hundreds of inquiries about putting together a subscription to MEAN MACHINES. So we've done it. And now it's just one and a half million. Oh and we want to give you readers the best offer possible - so we've done it!

To get a full 12 month's subscription (and that means 12 issues!) all you have to pay for is the price of eleven issues (the same price you'd pay for them in the shop). The 12th issue and all the postage and packing is taken care of by us!

Brilliant, eh? Saving you loads of money so you can put it towards the next mega console game! Are we generous or what?

The price of the subscription is only £19.95 if you live in the UK, £39.95 if you live in an EEC country other than Britain and £59.95 for the rest of the world. How do you subscribe? Just fill out the form below, enclose a cheque/postal order/international money coupon and send it off to MEAN MACHINES SUBSCRIPTIONS, PO Box 166, Peterborough, PE1 5TD.

HERE ARE THE REASONS WHY YOU SHOULD SUBSCRIBE TO MEAN MACHINES:

YOU'LL BE THE FIRST TO GET MEAN MACHINES - EACH ISSUE WILL BE PRIORITY MAILED TO YOU SO YOU'LL GET IT EVEN

BEFORE IT'S ON SALE IN THE NEWSAGENTS!

YOU'LL NEVER HAVE TO GO DOWN TO THE NEWSAGENTS TO GET YOUR COPY ONLY TO FIND OUT THAT THEY'VE SOLD OUT.

YOU'LL NEVER MISS AN ISSUE - VITALLY IMPORTANT IF YOU WANT TO KEEP UP WITH WHAT'S NEW ON THE CONSOLES SCENE!

YOU GET 12 ISSUES, BUT YOU ONLY HAVE TO PAY FOR 11! WE'LL BE RUNNING SPECIAL SUBSCRIBER COMPETITIONS IN THE FUTURE WHICH ONLY SUBSCRIBERS WILL BE ELIGIBLE FOR!

WE'LL HAVE SPECIAL OFFERS FOR SUBSCRIBERS!

IT'D BE THE BEST CHRISTMAS PRESENT YOU COULD EVER GET - 12 MONTH'S SUPPLY OF THE GREATEST CONSOLES MAGAZINE IN THE ENTIRE UNIVERSE!



I WANT SUBSCRIPTION AND I WANT IT NOW! SO I HAVE ENCLOSED A CHEQUE/POSTAL ORDER/INTERNATIONAL MONEY MADE PAYABLE TO EMAP PLC ORDER FOR

£19.95 (UK SUBSCRIPTIONS) _____
£39.95 (EEC COUNTRIES ONLY) _____
£59.95 (REST OF THE WORLD) _____

OR CHARGE MY VISA/ACCESS CARD MY NUMBER IS: _____

NAME _____

ADDRESS _____

POST CODE _____

SEND YOUR SUBSCRIPTION TO MEAN MACHINES SUBSCRIPTIONS, PO BOX 166, PETERBOROUGH, PE1 5TD. PLEASE NOTE: SUBSCRIPTIONS WILL BE PROCESSED AS QUICKLY AS POSSIBLE, BUT YOU SHOULD ALLOW 2-3 WEEKS FOR THE ORDER TO BE PROCESSED AND EXPECT TO RECEIVE THE FIRST AVAILABLE ISSUE AFTER THAT.

IT'S THE HOTLINES

WIN!WIN!WIN!WIN!WIN!

PRIZES!PRIZES!PRIZES!PRIZES!

If you've been reading through this whole fantastic collection of console info and been thinking "Gee, heck, I wouldn't mind some of that, but here I am with hardly any money and only a telephone to play with", well - this is your lucky day! Using your powers of dialing, YOU could WIN one of the PRIMO CONSOLES below! All you have to do is pick up the phone and dial THIS magical number:

0898 121160

In mere seconds a voice should come on the line asking you to choose a line according to which competition you wish to enter. Just follow the instructions, listen to the questions that follow and answer them (it helps if you have a piece of paper and a pen or handy when you dial). Then, just write your answers on the back of a postcard or sealed envelope and send them to the address mentioned at the end of the announcement.

The winners for all the competitions will be drawn on 8th March.

LINE ONE

WIN A SUPER FAMICOM!!

Best console ever?? Hmm, very probably! Nintendo's new machine is in short supply all over the world, but we've got hold of one of these mega-consoles to give away to one of our lovable readers! That could mean you!

LINE TWO

WIN A NEO GEO!!

Another turbo-charged console, but the price of the machines and the games is always one slightly problem! Not any more! We're willing to provide one smarty-pants reader with a Neo Geo and a collection of games, completely free of charge! Just pick up the phone, get on the line and you could be the one!

LINE THREE

WIN A MEGADRIVE!!

A big favourite among console buyers everywhere is Sega's black beauty! We'll be handing over one of these top-notch gameplaying machines to someone who calls this line and answers our questions correctly. So get on the phone!

LINE FOUR

WIN A LYNX!!

It's Fisher, it's Fischer, it'll really get you twitchin'! But then there's the Lynx - Atari's top hand-held which features silky colour graphics and awesome stereo sound! Play Atari Play Rastablasters! Play any Lynx game you like! But only if you're top-notch clever-enough to answer our fiendish questions correctly!

LINE FIVE

WIN A GAME BOY AND SOFTWARE!

Nintendo's one and only handheld gaming machine is just the business when it comes to portable playing! If you wouldn't mind one for next to nothing (if not next, as well as free copies of Super Mario Land and Tetris, you'd better dial that number and answer three questions!

BEFORE YOU DIAL PLEASE MAKE SURE THAT YOU HAVE THE PERMISSION OF WHOEVER PAYS THE PHONE BILL. CALLS TO THE CONSOLE BOOP HOTLINES ARE CHARGED AT 33P PER MINUTE (CHEAP RATE) AND 44P PER MINUTE (PEAK TIMES). ALL LINES ARE LESS THAN THREE MINUTES LONG.

C64 SEGA SPECTRUM AMSTRAD ST AMIGA
MEGADRIVE PC ENGINE LYNX NINTENDO

JANUARY '91
No. 110

£1.30

BM £3.50 SP £7.50
366 PTL

COMPUTER +video GAMES

**EXCLUSIVE!!
E-SWAT**
US GOLD'S CRIME-BUSTING
CYBER-CONVERSION



FREE!!
TOPPS
TURTLES
CHARTS
132 MILES
PER HOUR



EXCLUSIVE!!
TIMING
EXPRESS:
PORTABLE
PC SPEAKING
REVIEWED
INSIDE!!



EXCLUSIVE!!
LINE
OF
FIRE
MACHINE GUN
INTERVIEW!!



**EXPOSED INSIDE!!
SUPER
FAMICOM!**

**THE BEST CONSOLE YET
IS HERE!!**

WIN!

**A POTENTIAL
VIDEO INTERVIEW**

REVIEW!!
NARC + TUR
GOLDEN
SPEEDS

**OUT
NOW**

**JOHN MADDEN'S FOOT
PLUS THE LATEST STUFF
MASTER SYSTEM AND LYNX**

WHIZZ-KID GAMES

Christmas Hotline
0689 891417



WHOLESALE
MAGAZINE
PETAS AND
GOLD COINS

SEGA
MAGAZINE
PETAS AND
GOLD COINS

SEGA
MAGAZINE
PETAS AND
GOLD COINS

SEGA
MAGAZINE
PETAS AND
GOLD COINS

SEGA
MAGAZINE
PETAS AND
GOLD COINS

SEGA
MAGAZINE
PETAS AND
GOLD COINS

SEGA
MAGAZINE
PETAS AND
GOLD COINS

SEGA
MAGAZINE
PETAS AND
GOLD COINS

PART EXCHANGE CARTRIDGES

WE WANT YOUR OLD CARTRIDGES!
PART EXCHANGE YOUR OLD CARTRIDGE FOR NEW GAMES OF
SAME OR DIFFERENT FORMATS. PHONE FOR FULL PRICE LIST

SEGA MEGA DRIVE

UK MEGADRIVE + JPN ADP £159.00
JPN MEGADRIVE PAL+GAME £159.00
JAPANESE GAME ADAPTOR £20.00
SCART LEAD £15.00
8-BIT CONVERTER £29.00
ARCADE POWER STICK £39.00
XEN JOYSTICK £29.00
CONTROL PAD £15.00

£159.00
£159.00
£20.00
£15.00
£29.00
£39.00
£29.00
£15.00

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 00 |
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 00 |

WHY PAY FULL PRICE FOR OLDER TITLES!

HUNDREDS OF SELLING HARD CARTRIDGES IN STOCK
PHONE NOW FOR OUR NEW AND USED PRICE LIST

SECOND HAND CARTRIDGES

NINTENDO
SUPER
FAMICON
NOW IN STOCK
PHONE FOR PRICES

NINTENDO

NEW FANTASY PACK £75.00
NEW ACTION PACK £29.00
NEW ADVENTURE £29.00
NEW BATTLE PACK £29.00

GAMEBOY

UK GAMEBOY £29.00
LIGHTNING £15.00
CARRY CASE £15.00

NEW SEGA GAME
GEAR + 1 GAME
ONLY £149

MASTER SYSTEM

MASTER SYSTEM
CONTROL PAD
RADIO SHOCK UNIT
ADDITIONAL

NEO GEO

NEW NEO GEO
NEO GEO PACK
£29.00
£29.00

PC ENGINE

PC ENGINE
PC ENGINE + BT
PC ENGINE (M2)
PC ENGINE (M2)
PC ENGINE (M2)
PC ENGINE (M2)

NINTENDO OWNERS!

NOW AVAILABLE
LATEST JAPANESE
NINTENDO GAMES
GAME ADAPTOR
PHONE FOR DETAILS

PC ENGINE HAND HELD

NOW AVAILABLE
PHONE FOR PRICES

ATARI LYNX

ATARI LYNX
£29.00

5000 GAMES
NOW IN STOCK

TRADE
WHOLESALE
EUROPEAN
ORDERS
WELCOME!

NEW GAMES - UK AND IMPORTS

LATEST GAMES. UK AND IMPORTS.
PHONE US WE HAVE THEM FIRST!

WHIZZ-KID GAMES,
22 STATION SQUARE,
PETTS MOOR,
KENT BN9 5NA
PLEASE AND TO ALL ORDERS
P&P GAMES - 01 COUNCILS - 01
FAST DELIVERY
PERSONAL CALLERS
WELCOME!

| | | | | | | | |
|------------|-------|------|-------|---------|-------|-------|-------|
| NAME | _____ | NAME | _____ | MACHINE | _____ | PRICE | _____ |
| ADDR | _____ | | | | | | |
| TEL | _____ | | | | | | |
| BOARD NO | _____ | | | | | | |
| EXP DATE | _____ | | | | | | |
| SIGNATURE | _____ | | | | | | |
| CHECKED | _____ | | | | | | |
| ADDITIONAL | _____ | | | | | | |
| REFUSE | _____ | | | | | | |

